

Turkey Day MakeCode Walkthrough

**Login to [MakeCode Arcade](https://arcade.makecode.com/). This is a walkthrough of the [Turkey Day Skill Map](#)

Resources

- <https://arcade.makecode.com/> (MakeCode Link)
- <https://arcade.makecode.com/--skillmap#turkey> (Turkey Day Skill Map Link)

Part 1a-1c of the Tutorial (13 steps on the Tutorial)

Part 1a



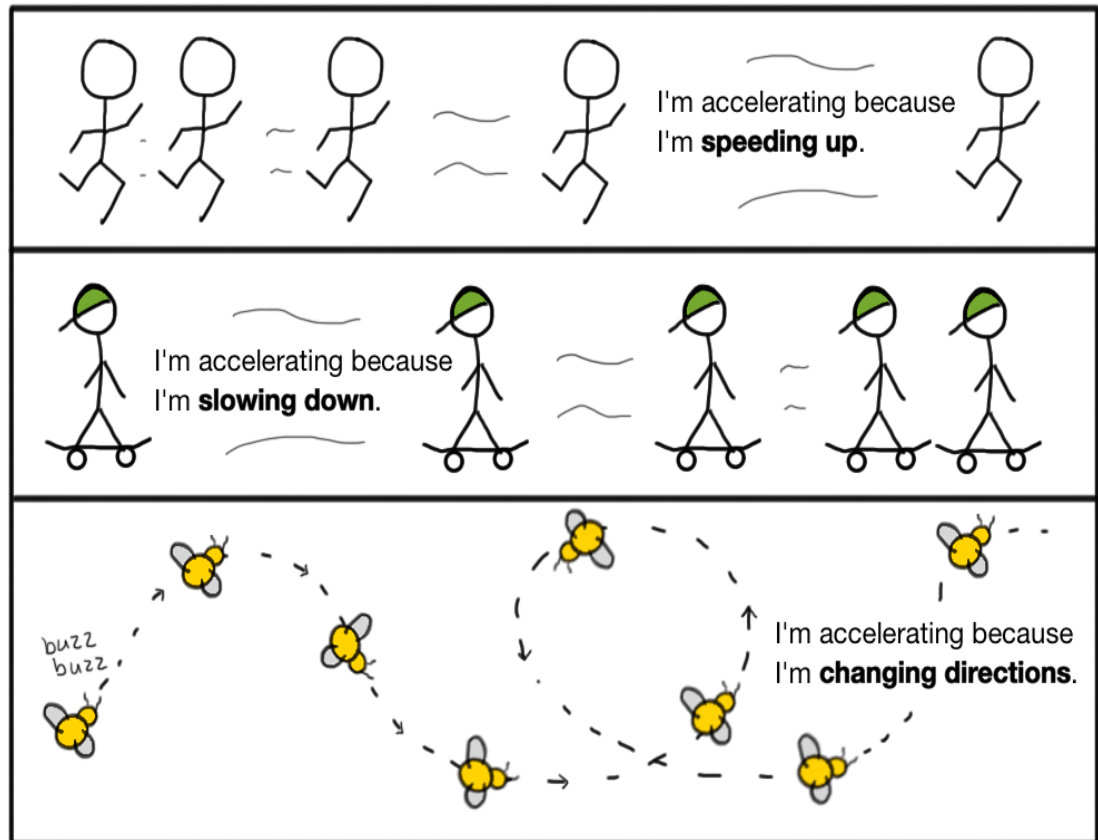
1. The green on start container (given) will run this code when the game first loads (in loops in free play)
2. Set **bigTurkey** to sprite ____ (gray box) ____ of kind **Player** ____ . (sprites)
 - a. Click on the gray box and then select “My assets” from the top/middle of the screen. Pick the Big Turkey.
 - b. This line of code tells the computer that bigTurkey is a sprite that looks like the picture in the gray box and that the kind of sprite it is is a player sprite.
3. Move **bigTurkey** with buttons **VX 100 VY 0**. (controller)
 - a. **Velocity is Speed AND the direction.** A VX (velocity on the X axis) of a 100 will allow the turkey to move left and right since the X axis is horizontal. A VY (velocity on the Y axis) of 0 will not allow the turkey to move up or down since the Y axis is vertical.

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4. Set bigTurkey ay (acceleration y) to 500 (sprites)

- Acceleration is the process of velocity changing. Velocity is speed and direction so when either speed or direction changes it is acceleration.**
- This line of code will change the acceleration on the Y axis (up and down). It will make the turkey fall towards the ground (a change in direction). If the number was -500 it would make the turkey float towards the sky as if there was no gravity.



c.

5. Camera follow sprite bigTurkey (scene)

- This block will allow the camera (the perspective of the person playing the game- what the player will see on their game) to stay with or follow the turkey.

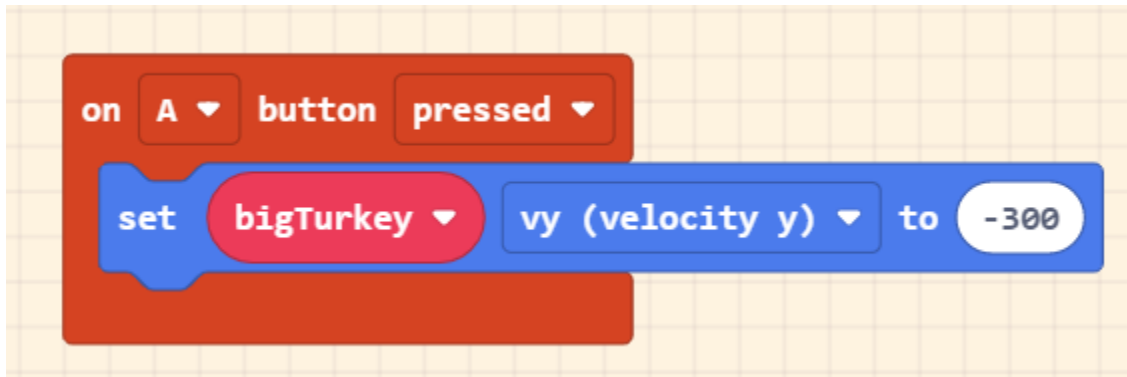
6. Place bigTurkey on top of random ___(gray checkered box)___ (scene)

- Click on the gray checkered box
- Click on the picture of just a purple line (the line will be towards the bottom of the space). If the mouse is hovering over the box with a purple line, the mouse over text reads "start".
- This line of code will place the big Turkey on any random part of the purple line. This is where the turkey will start (the turkey should be on the starting line once the game is started- hence why this block is in the green "on start" loop).

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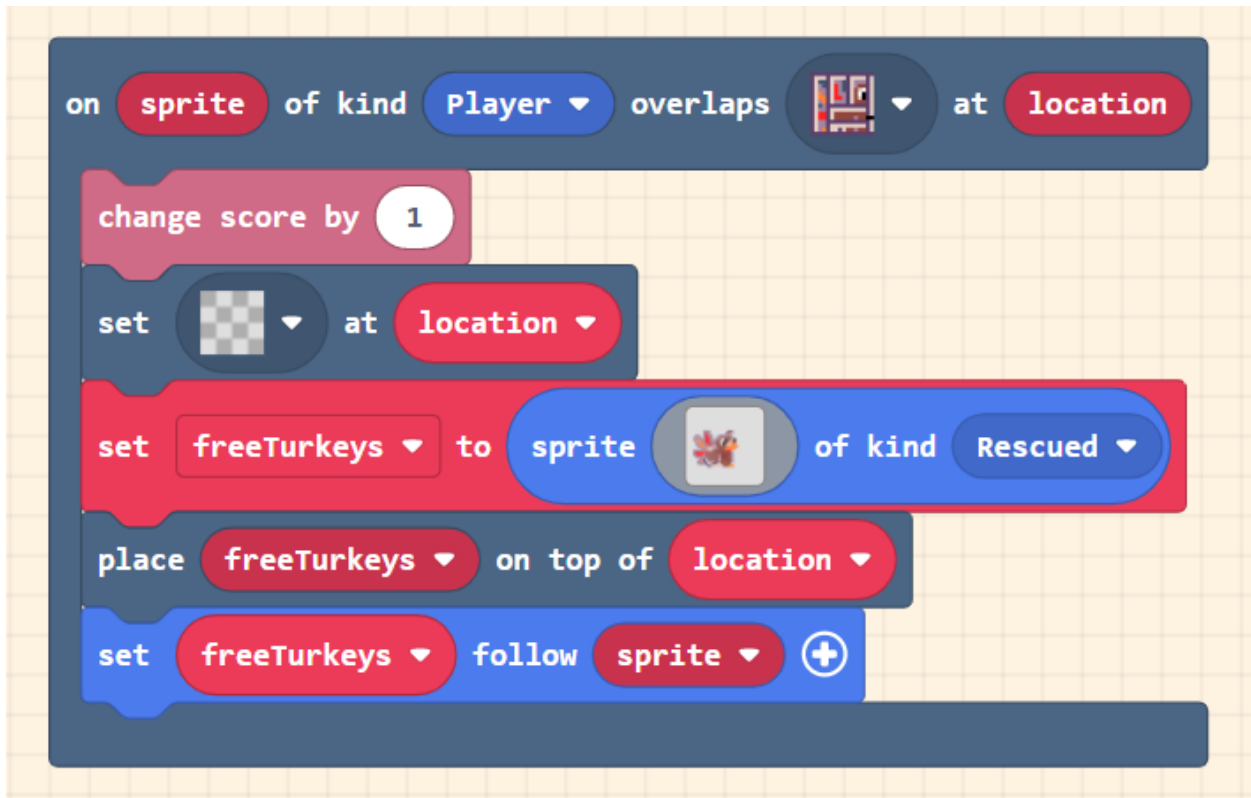
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Part 1b



1. **When A button Pressed (controller)**
 - a. This line of code will run when the A button on the mini gaming device where the game shows up is pressed or when the spacebar is pressed on the keyboard.
2. **Set big Turkey VY (velocity y) to -300 (controller- built in already)**
 - a. This line of code will tell the sprite to change the velocity (the speed and direction an object is traveling in) on the Y axis (up and down). Every time the A button or the spacebar is pressed, the big turkey will move up and then come back down (changing direction). It will jump.

Part 2 of the Tutorial (12 steps on the Tutorial)



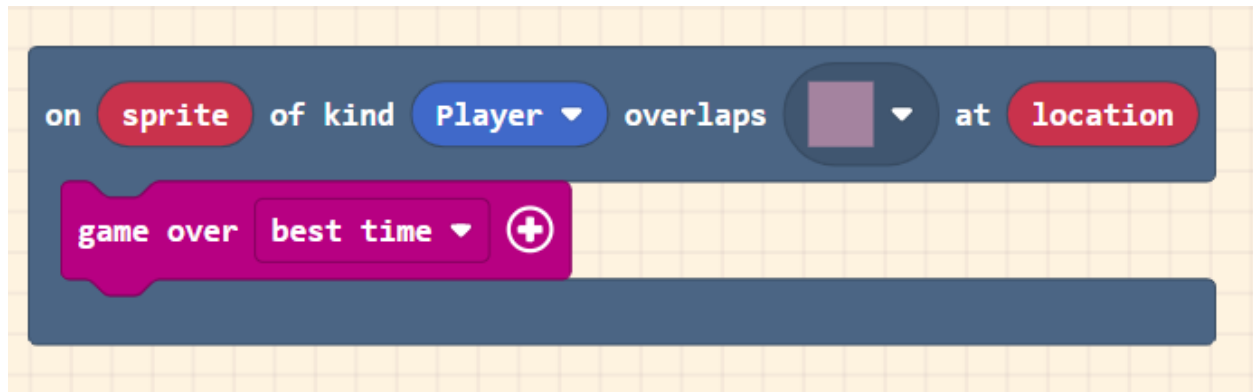
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- 1. On Sprite of kind player overlaps __ (gray checkered box) __ at location (scene)**
 - a. Drag out this block from scene into an open space in the work area. Click on the gray checkered box. Then pick the caged turkey.
 - b. This block says that whenever a sprite (specifically a player sprite) overlaps or touches a caged turkey at the location of the caged turkey then it will run the following code.
- 2. Change score by 1 (given for the tutorial, but also in info)**
 - a. This code will change the score by one as long as the player (big turkey) is touching a caged turkey. The programmer will notice the score keeps changing as long as the big turkey is touching the caged turkey.
- 3. Set __ (gray checkerboard) __ at location (scene)**
 - a. This block will set a blank piece of the map at the current location right where the caged turkey was. This way the big turkey is no longer touching a caged turkey and therefore will only add one point at a time.
- 4. Set free turkeys to sprite __ (gray checkered box) __ of kind rescued (sprites)**
 - a. Click the gray checkered box and go to "My assets". From here, select the little turkey.
 - b. This block will set a sprite named "free turkeys" to look like the little turkey that replaced the gray checkered box. The free turkeys are a rescued kind.
- 5. Place free turkeys on top of location (scene)**
 - a. This will place a free turkey sprite on top of the current location. This will make it look like the turkey was released from the cage.
- 6. Set free turkeys follow sprite (sprites)**
 - a. This will tell the free turkeys to follow the sprite. There is a plus button at the end of this block. Pressing this will expand the option of changing the speed at which the free turkeys follow the big turkey.

Part 3a-3b of the Tutorial (3 steps on the Tutorial)

Part 3a



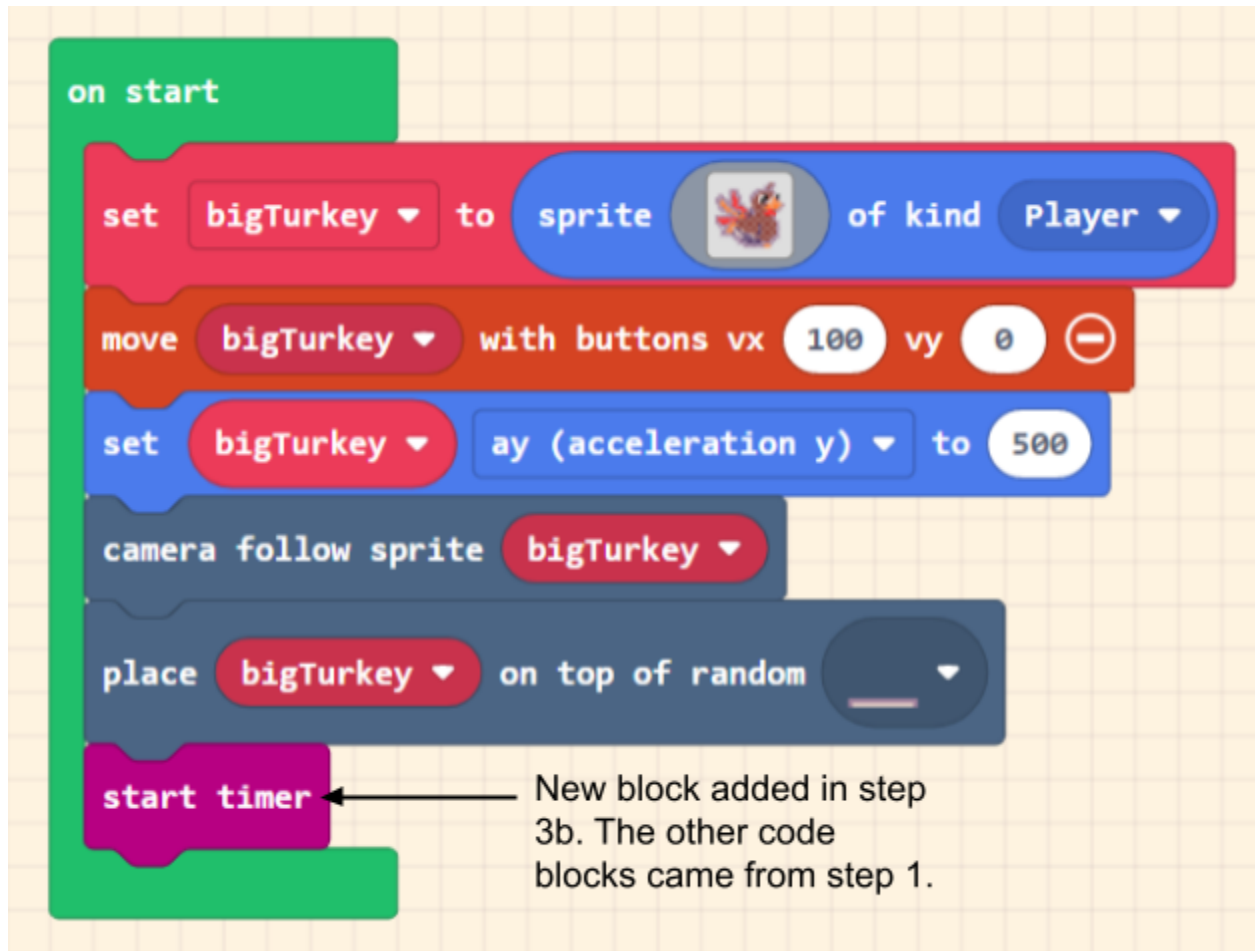
- 1. On sprite of kind player overlaps __ (gray checkered box) __ at location (scene)**
 - a. Click on the gray checkered box and pick the solid purple square.
 - b. This block says when a player sprite overlaps or touches the solid purple color at the location of the purple area then the code inside this block will run.

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2. Game over best time (carnival)

- This block will keep track of the player's best score and display it once the big turkey touches the solid purple bar at the top. There is a plus button at the end of this block. Pressing the plus button will open the option to choose an effect that rains down when the player reaches the purple area.



1. Start Timer (carnival)

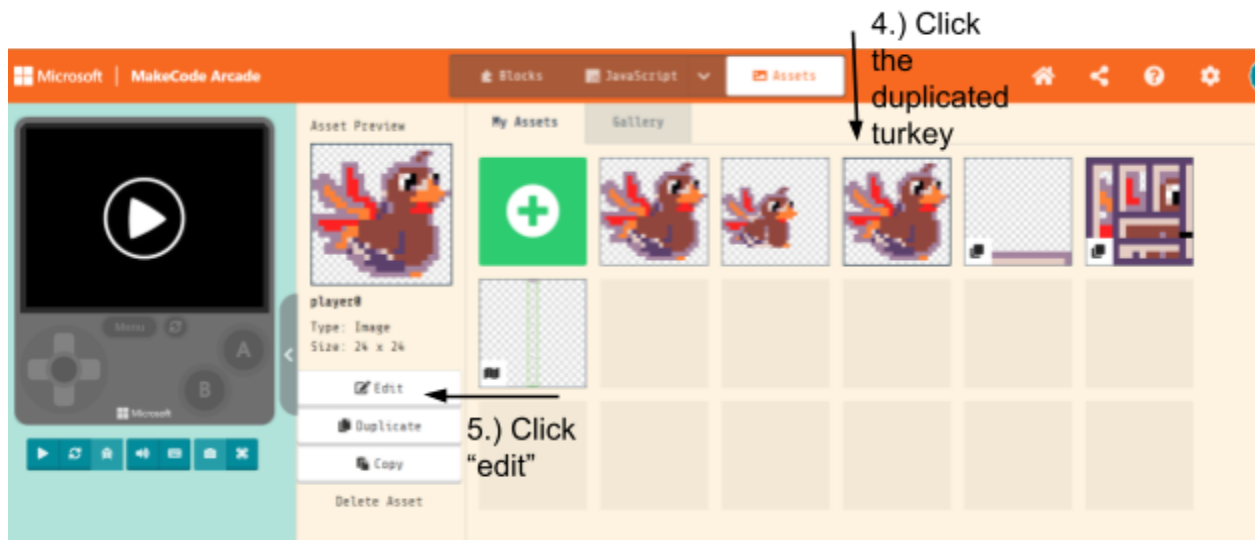
- This block is added to the "on start" loop. This block will start a timer that counts up until the big turkey touches the solid purple line at the top. The start timer is in the "on start" loop because the timer should start right when the game is played.

Part 4a (Getting the turkey to face the correct direction- do this part in free play mode)

In order to get the Turkey to be facing the way it is walking, go to "assets" in the top middle of the page. Then click on the big turkey that is facing to the right and press "duplicate". Click on the duplicated big turkey and then press "edit". In the editor menu, use the tools (they look like triangles) in the upper left corner to flip the turkey so it is looking towards the left. Lastly press

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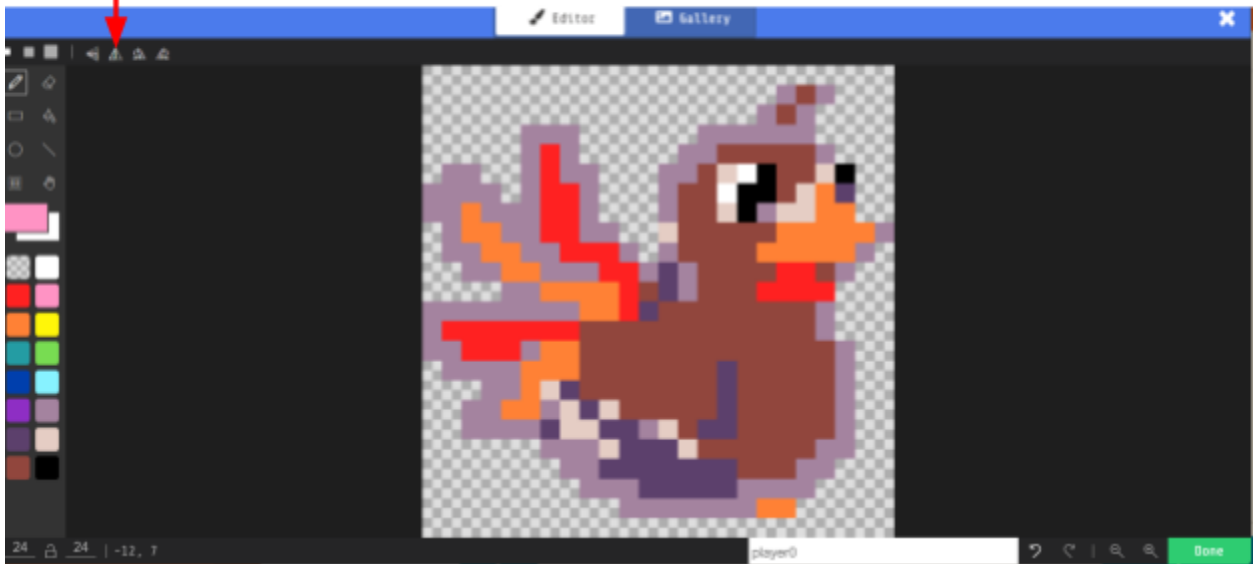
“done”. After pressing “done”, there should be two big turkeys in the asset menu, one facing to the right and one facing to the left.



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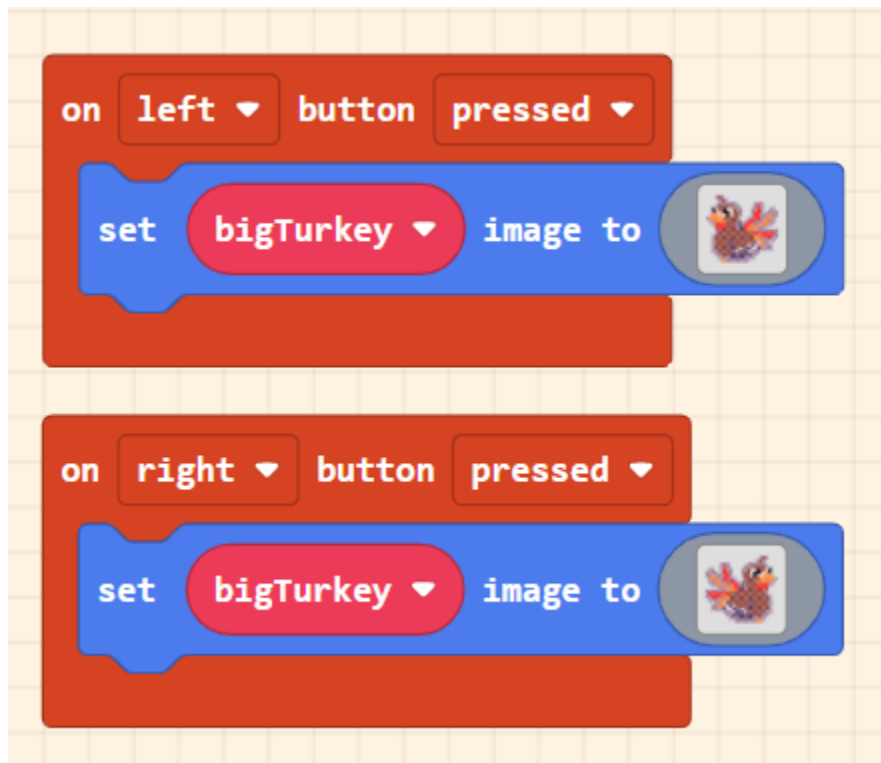
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6.) Click this button so the Turkey faces to the left



Part 4b- Adding the Code to turn the Turkey (needs to be done in free play mode)

In order to code the turkey to face the direction it is walking in, the user will need to be in free play mode. After completing the skill map, get the rewards. Then when opening the skill map again, the tutorial will be completed. Click the third checkmark- the last part of the tutorial. Then on the right side (might need to scroll down), click add to my projects. This will open the tutorial in free play mode. Free play mode has the blue "set big Turkey image to ___gray checked box___" block.



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1. **When the left/right button is pressed (controller)**
 - a. The line of code inside this block will run every time the joystick on the gaming device is moved to the left/right or when the left/right arrow key on the keyboard is pressed.
2. **Set big Turkey image to ___(gray checkered box) (sprites- must be done in free play)**
 - a. This will make the turkey face to the left/right every time the joystick on the gaming device is moved to the left/right or when the left/right arrow key is pressed on the keyboard.

Ideas to consider

- Stopping the double jump if desired
- Adding a different way to win (maybe if all of the 15 turkeys have been rescued)
- Making this a two player game