

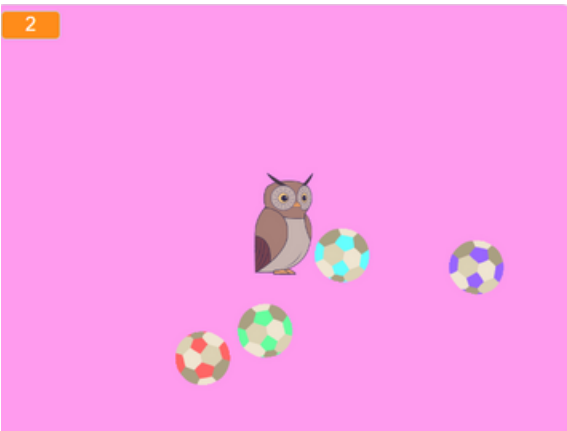
Coding Club Week 8



DON'T GET HIT
GAME!



Abstraction is the process of removing the details so the code can work in multiple places. In the "Don't Get Hit Game" we did not look at what kind or what color the obstacles were, just the code to make the objects move forever. We ignored the unimportant details



Try some of these ideas to make your game harder! Add levels and for each level added, add another object to avoid, make the objects move faster or add a count down timer!



RESOURCES

- <https://www.youtube.com/watch?v=iuNRij0pwmE> (Abstraction Video)
- <https://scratch.mit.edu/> (Scratch Login Link)
- <https://scratch.mit.edu/projects/791335710/> (Miss Mikayla's Don't Get Hit Example)

