

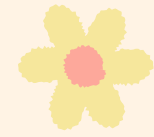


KOREAN METROPOLIS GAME

한국도시 소개 게임



IDEA

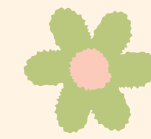


Create a game to help students learn about the seven major cities of South Korea.

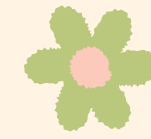




used equipment:
hamster



PREMISE



press a key to make the hamster robot travel to your chosen destination. upon arrival, you will be given information about the city.



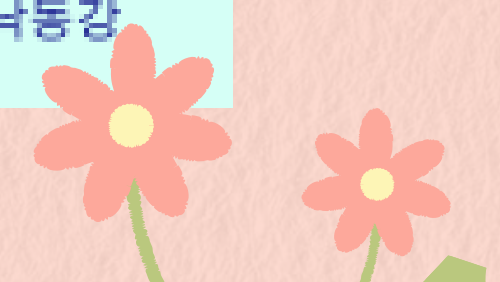
PRESETS (PREP)

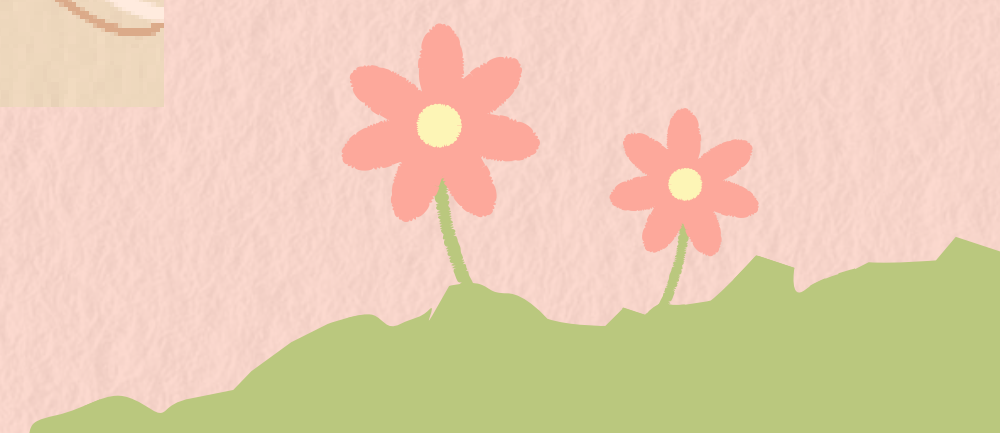
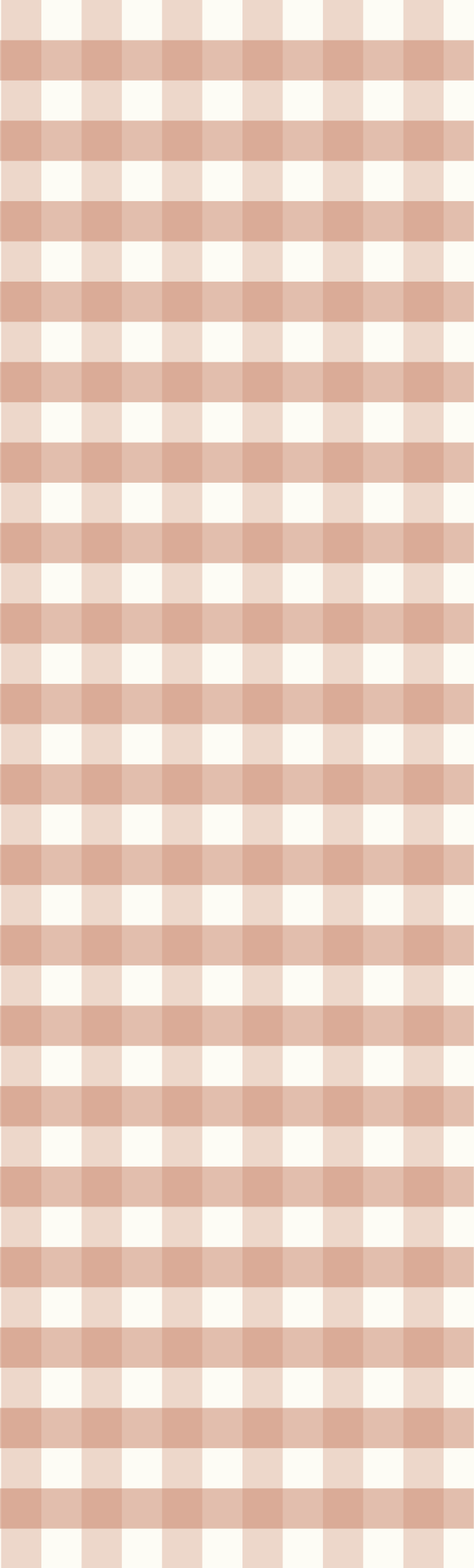
step 1


말판 (GRID)



MAP SYNC







SPRITE CODE

step 2

* SETTING VARIABLES

each city is assigned to a key on the US keyboard & a number value. upon pressing the designated key the variable destination will set to the value of the corresponding city variable.

```
when green flag clicked
  set size to 25 %
  go to x: 0 y: 0
  set seoul to 1
  set busan to 2
  set daegu to 3
  set incheon to 4
  set origin to 0
  set destination to origin
```

```
when green flag clicked
  forever
    if key s pressed? then
      set destination to seoul
    else
      if key b pressed? then
        set destination to busan
      else
        if key d pressed? then
          set destination to daegu
        else
          if key i pressed? then
            set destination to incheon
```


* SETTING VARIABLES (2)



the city variables can be used in conjunction with the destination variable throughout the rest of the code as follows:

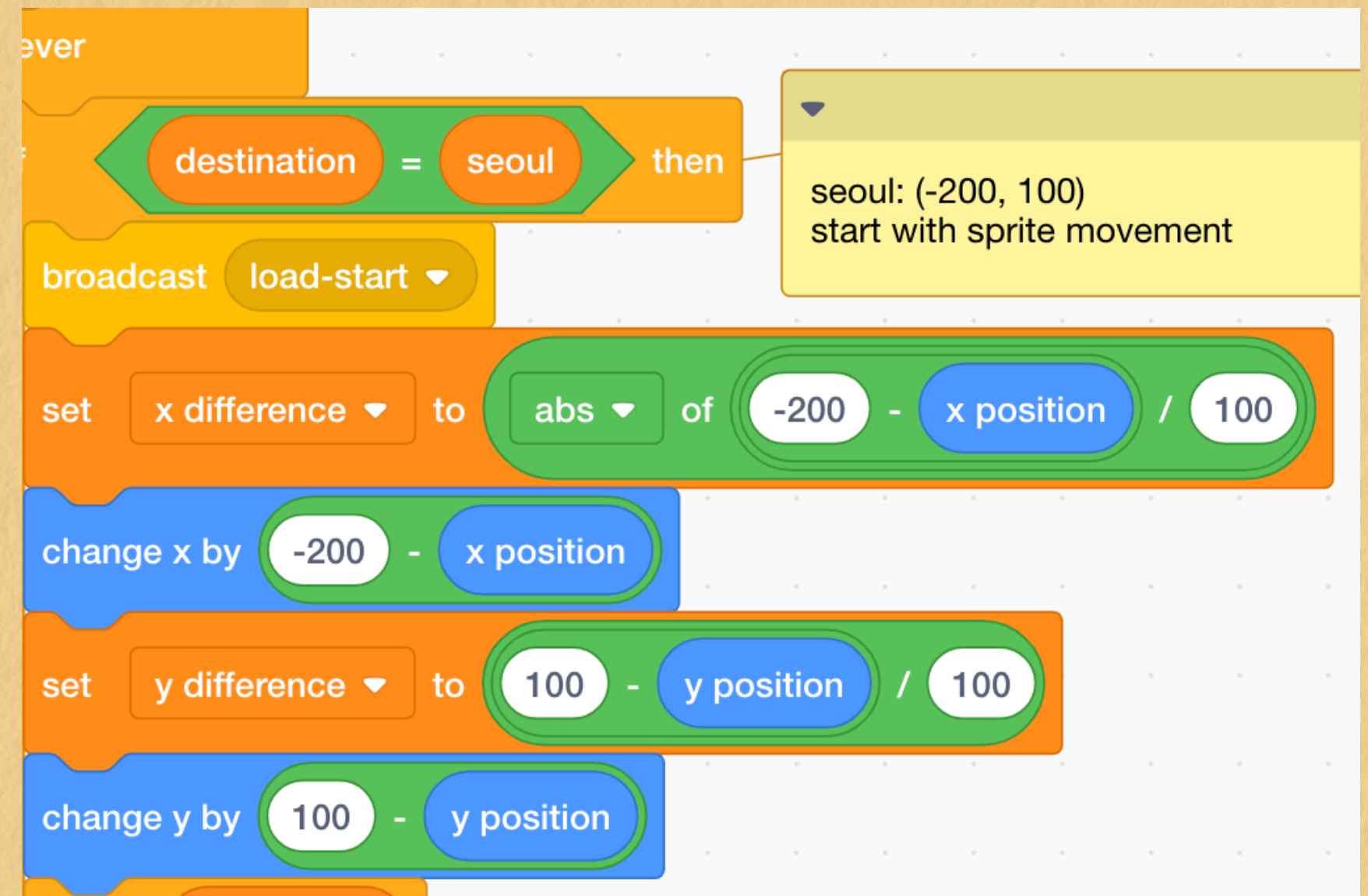


```
forever loop containing:  
  if condition: destination = seoul then:  
    broadcast load-start  
    say seoul: (-200, start with sp
```



* SPRITE MOVEMENT

the bus sprite starts on stage at (0,0). set the sprite to move in the x and y direction by their current (starting) x and y position - the x, y coordinates of the city on the map, respectively.



```
when green flag clicked
  destination = seoul
  broadcast load-start
  set x difference to abs of (-200 - x position) / 100
  change x by -200 - x position
  set y difference to 100 - y position / 100
  change y by 100 - y position
```

seoul: (-200, 100)
start with sprite movement

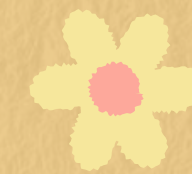
* SPRITE MOVEMENT

x difference = the absolute value of (city x coordinate - x position)/100.
e.g. Seoul's coordinates are (-200, 100). The x difference would be 2. The hamster moves until intersection **2** times.

```
repeat x difference
  follow black line until front intersection
  if y difference < 0 then
    0 : turn left 1 secs
    repeat abs of y difference
      follow black line until front intersection
  if y difference > 0 then
    0 : turn right 1 secs
  repeat y difference
    follow black line until front intersection
```



ADDITIONAL ASSETS



LOADING

```
when clicked clicked
hide
forever
  next costume
  wait 0.15 seconds
when I receive load-start
show
when I receive load-end
hide
```





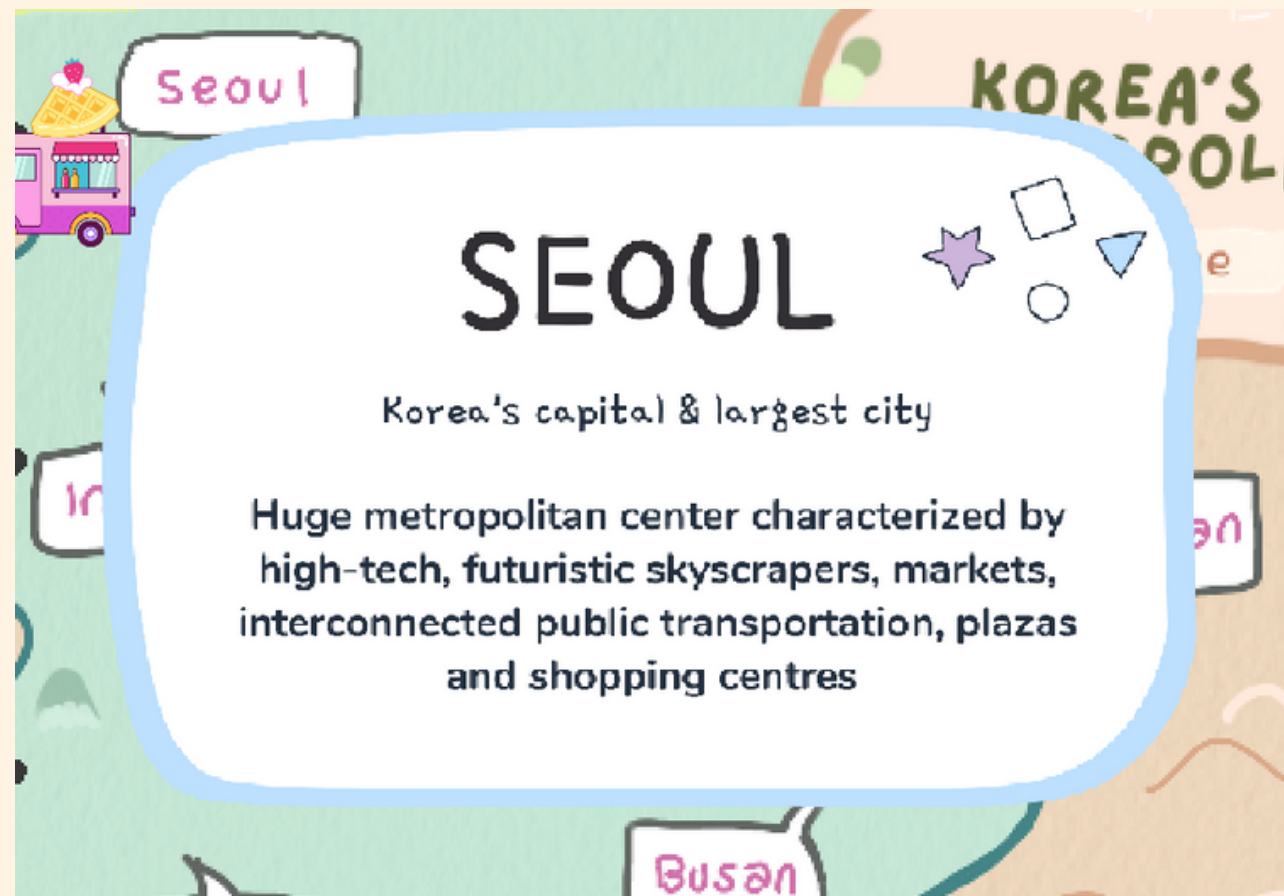
ADDITIONAL ASSETS



≡ BANNERS ≡

```
when clicked
  set size to 100 %
  go to x: 0 y: 0
  hide
```

```
when I receive busanmsg
  show
```



SEOUL ☆ □ △ ○

Korea's capital & largest city

Huge metropolitan center characterized by high-tech, futuristic skyscrapers, markets, interconnected public transportation, plazas and shopping centres

The banner features a light blue rounded rectangle with a white background. It is set against a background of a hand-drawn map of Korea with various city names and a pink food truck icon. The text is centered and includes a small decorative cluster of shapes.



BUSAN ☆ □ △ ○

major port & 2nd largest city

Population of ~3.5 million. Busan is known for its beaches, mountains, and temples. Structures range from towering skyscrapers/buildings to colorful residences like that in the Gamcheon Culture Village...

The banner features an orange rounded rectangle with a white background. It is set against a background of a hand-drawn map of Korea with various city names and a pink food truck icon. The text is centered and includes a small decorative cluster of shapes.

IN ACTION

