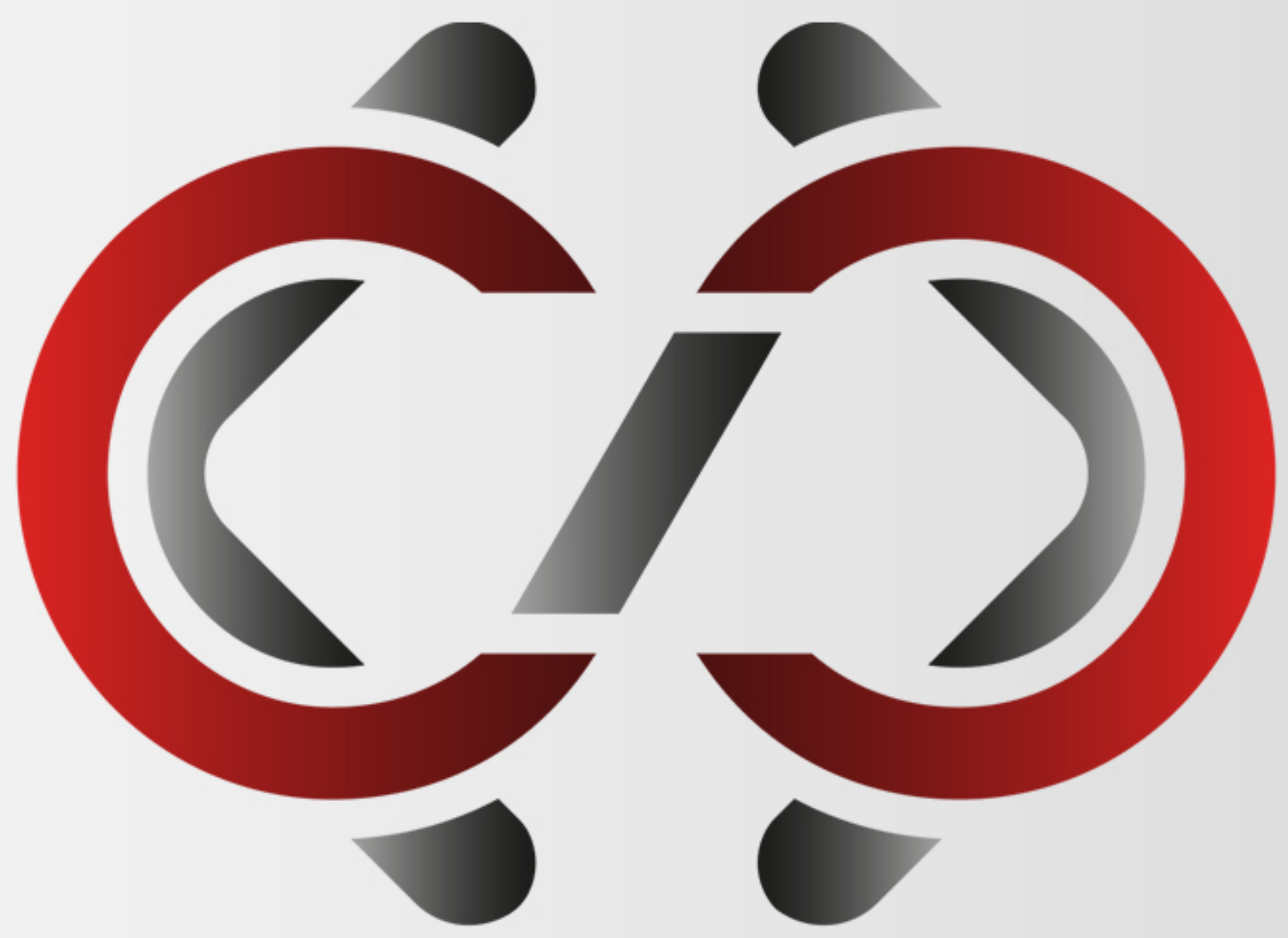




CODE CHALLENGE
CHAMPIONSHIP



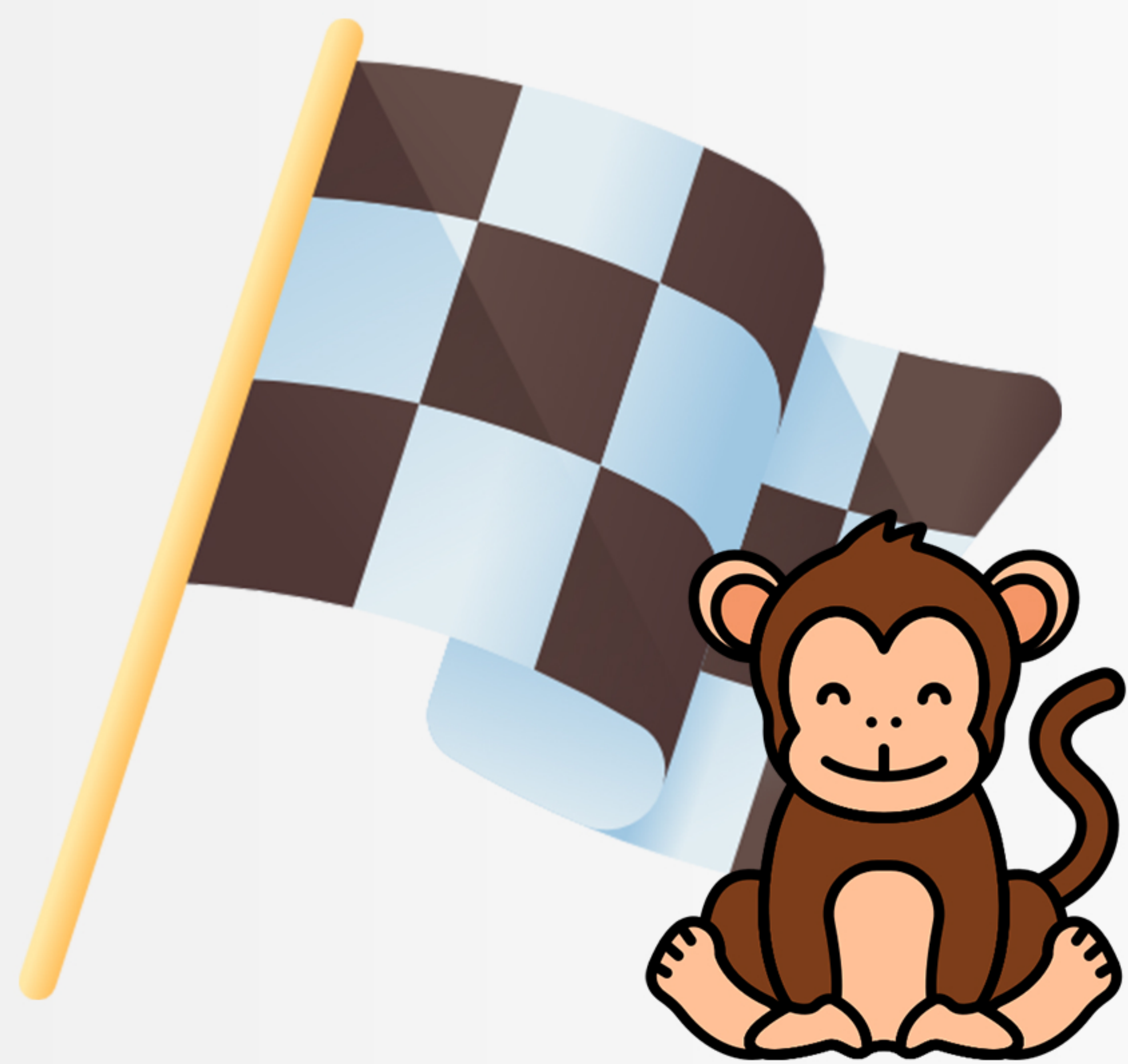
Kidcoder

L e v e l 1

H a n d b o o k



Code Challenge Championship



Mission 1

Animals Race

Animals Race

Overview:

In our game, there is an animal race featuring an elephant, a monkey, and a horse. Players engage in a fun and interactive competition where each animal races to the finish line.

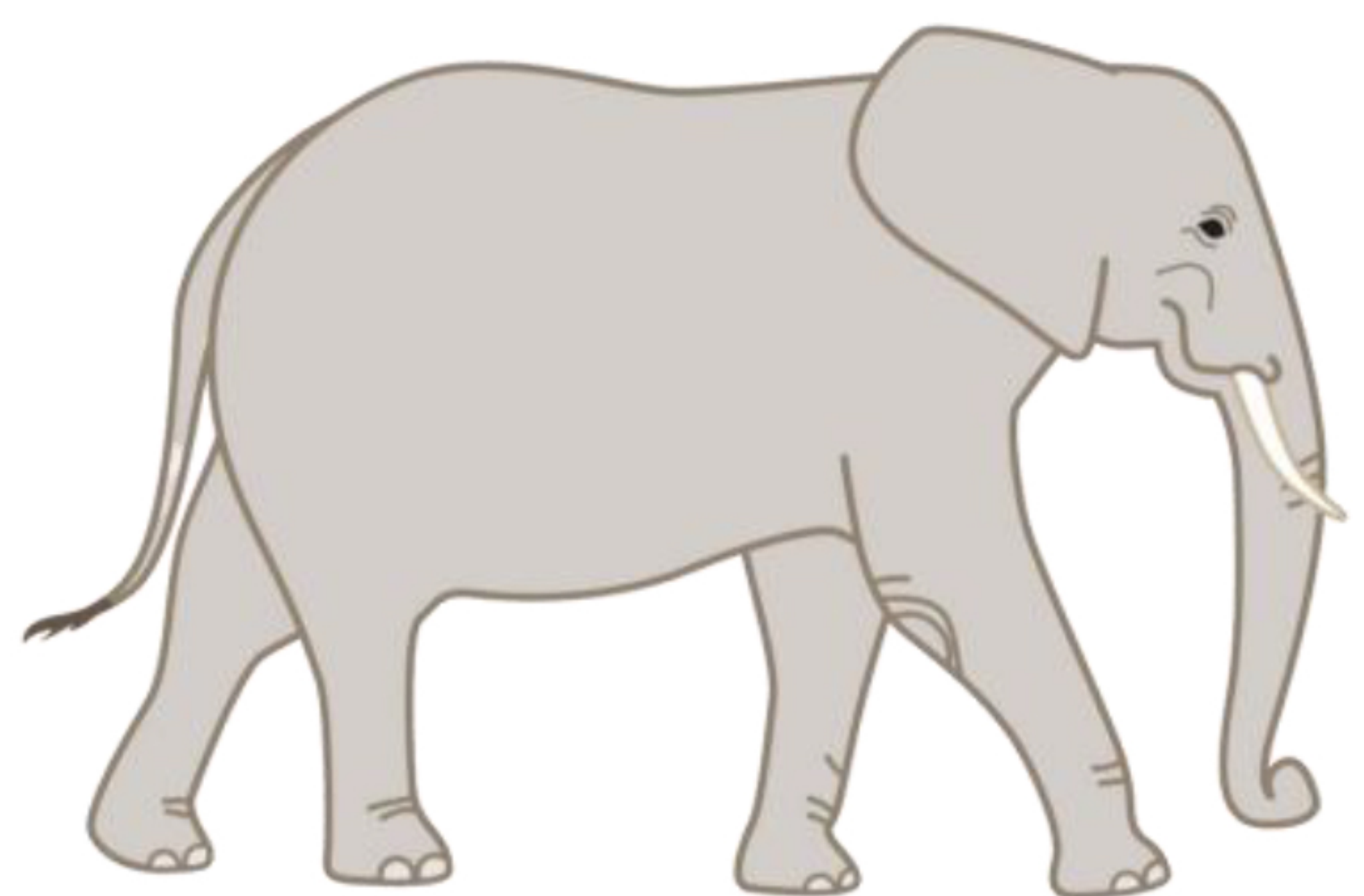
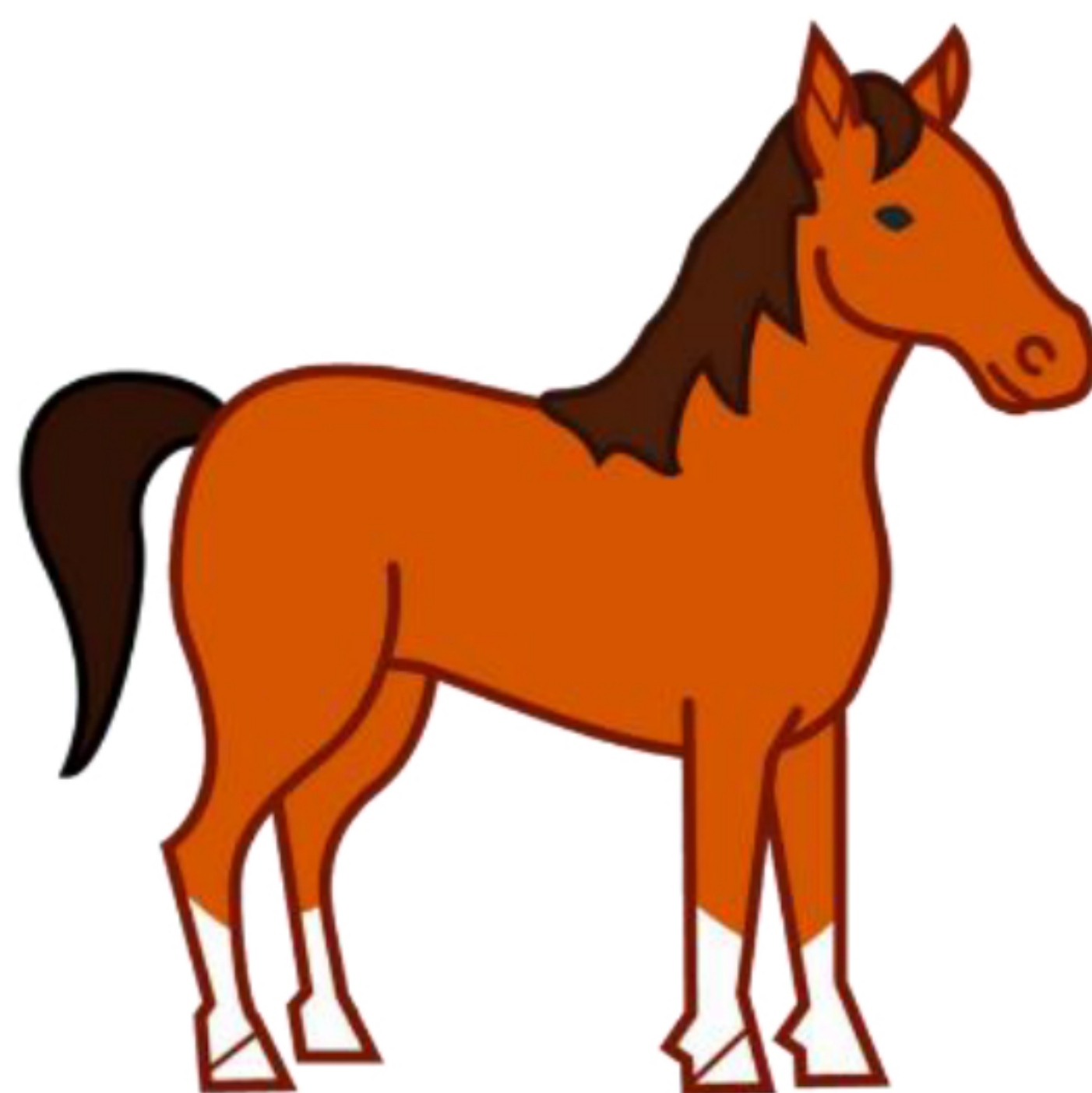
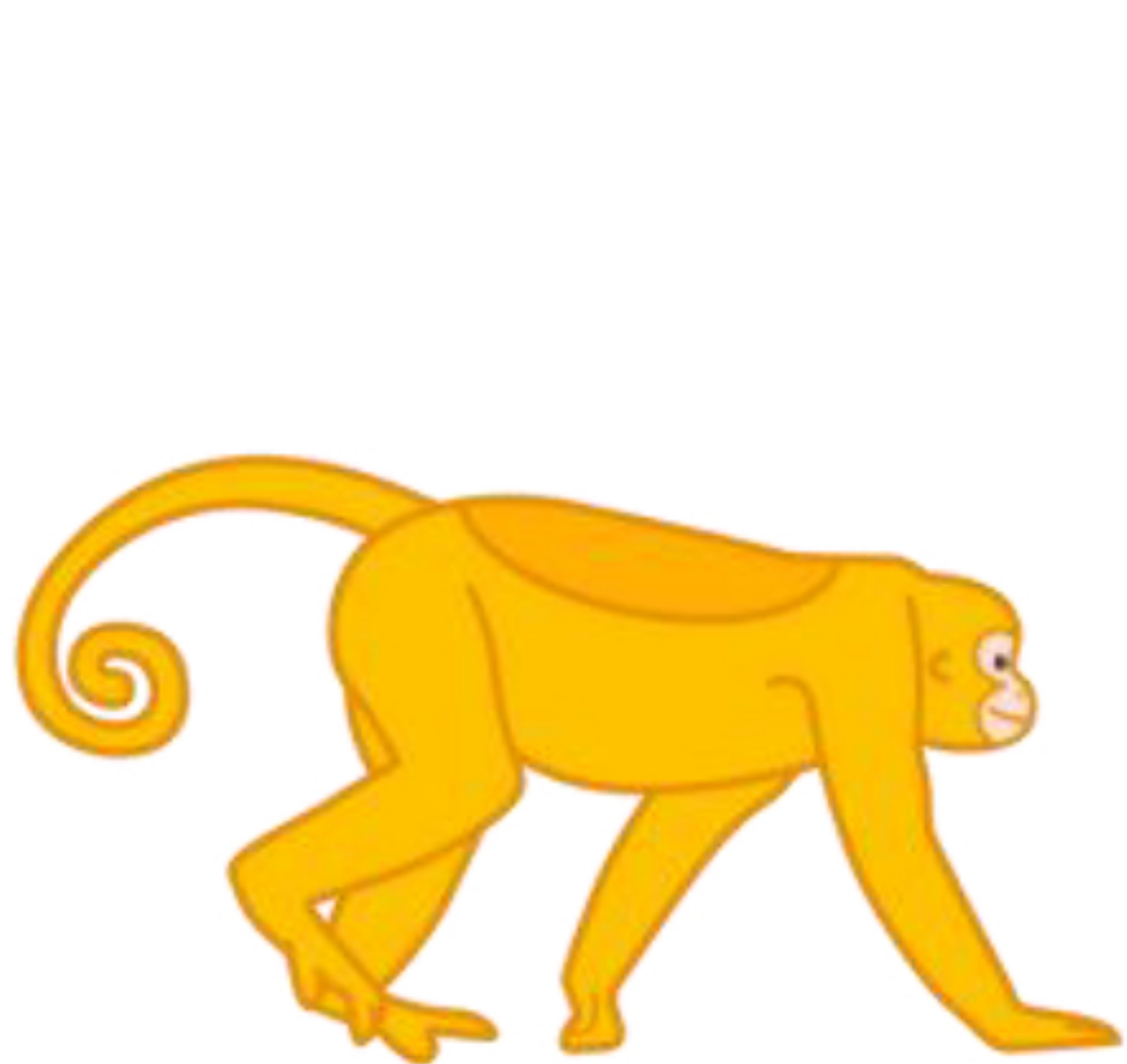
Mission:

Here's a clear way to describe the mission:

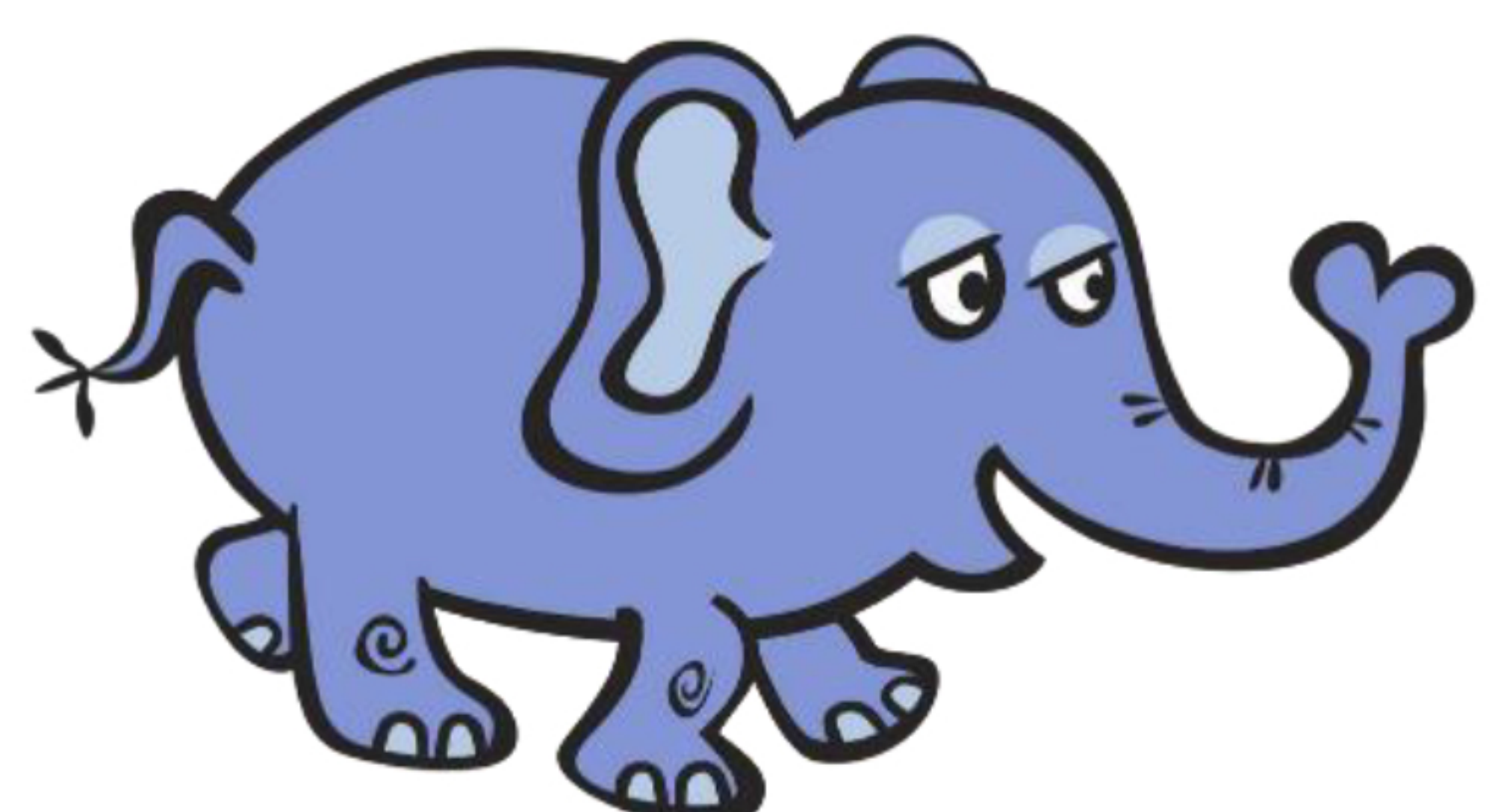
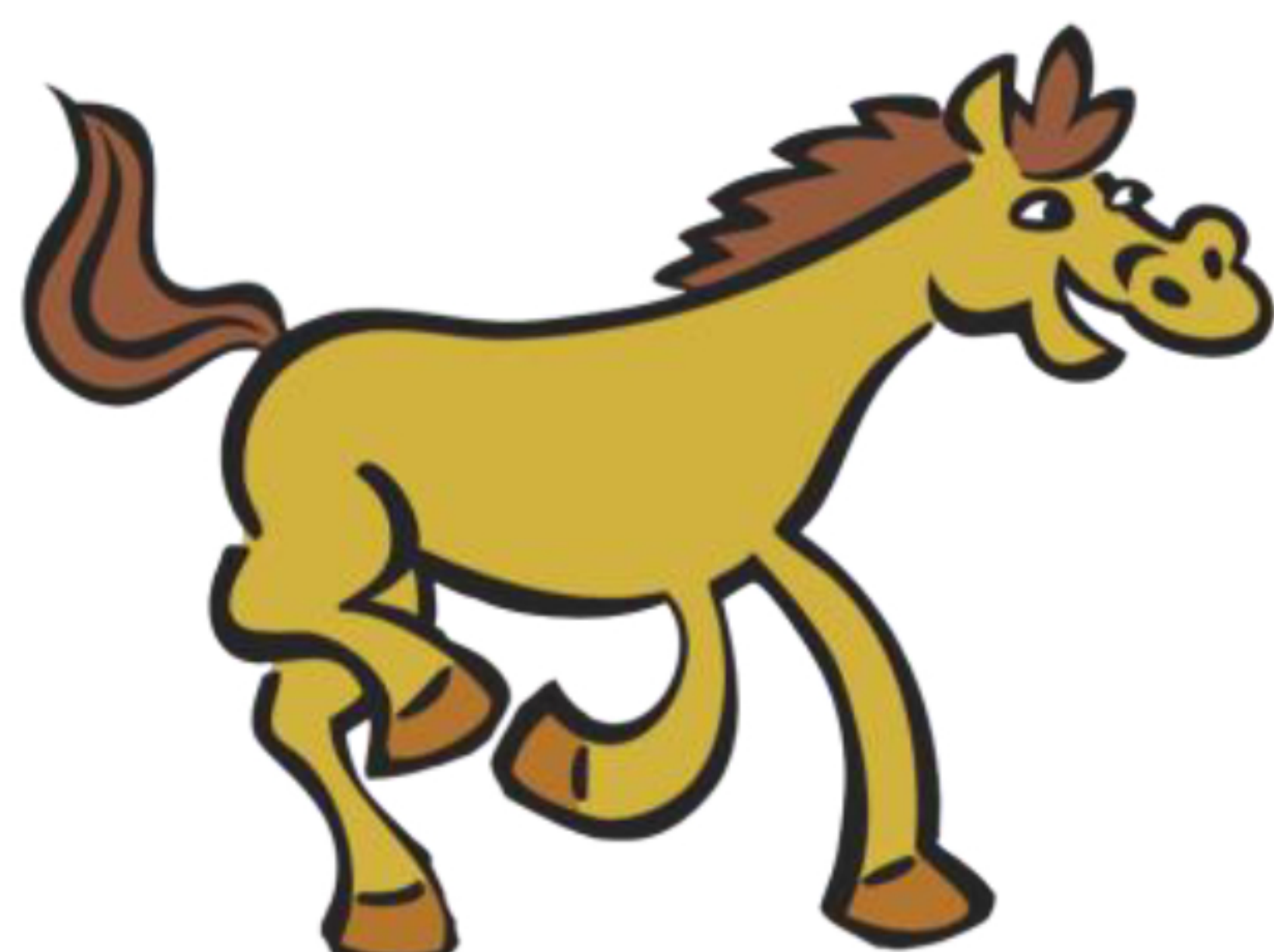
The mission is for the animals to race and **move** from the same starting point to the end point. The monkey arrives first, followed by the horse, and the elephant comes in last due to its **speed**.

Useful Hints:

- Utilize Scratch Jr or pictoblox Jr to the implement the game
- Use these costumes for the game (Scratch Jr)



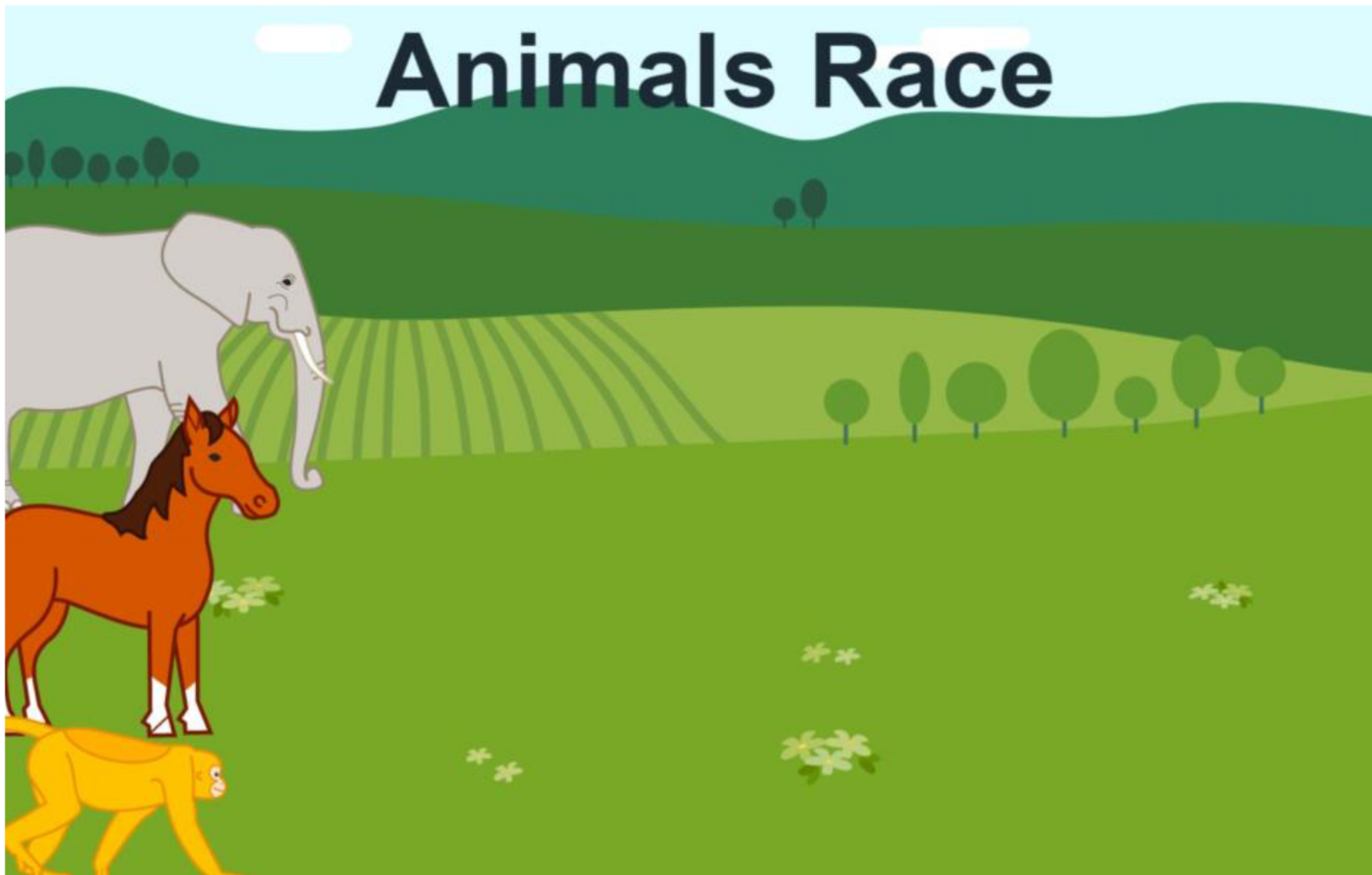
- Use these costumes for the game (Pictoblox Jr)



Expected output:

- You can see the detailed video for this game from this YouTube link:
 - Scratch Jr Video: <https://www.youtube.com/watch?v=H-yurq9zjoM>
 - Pictoblox Jr Video: <https://www.youtube.com/watch?v=PxEKwOcbcFs>

- **Scratch Jr**



- **Pictoblox Jr**



Bonus part:

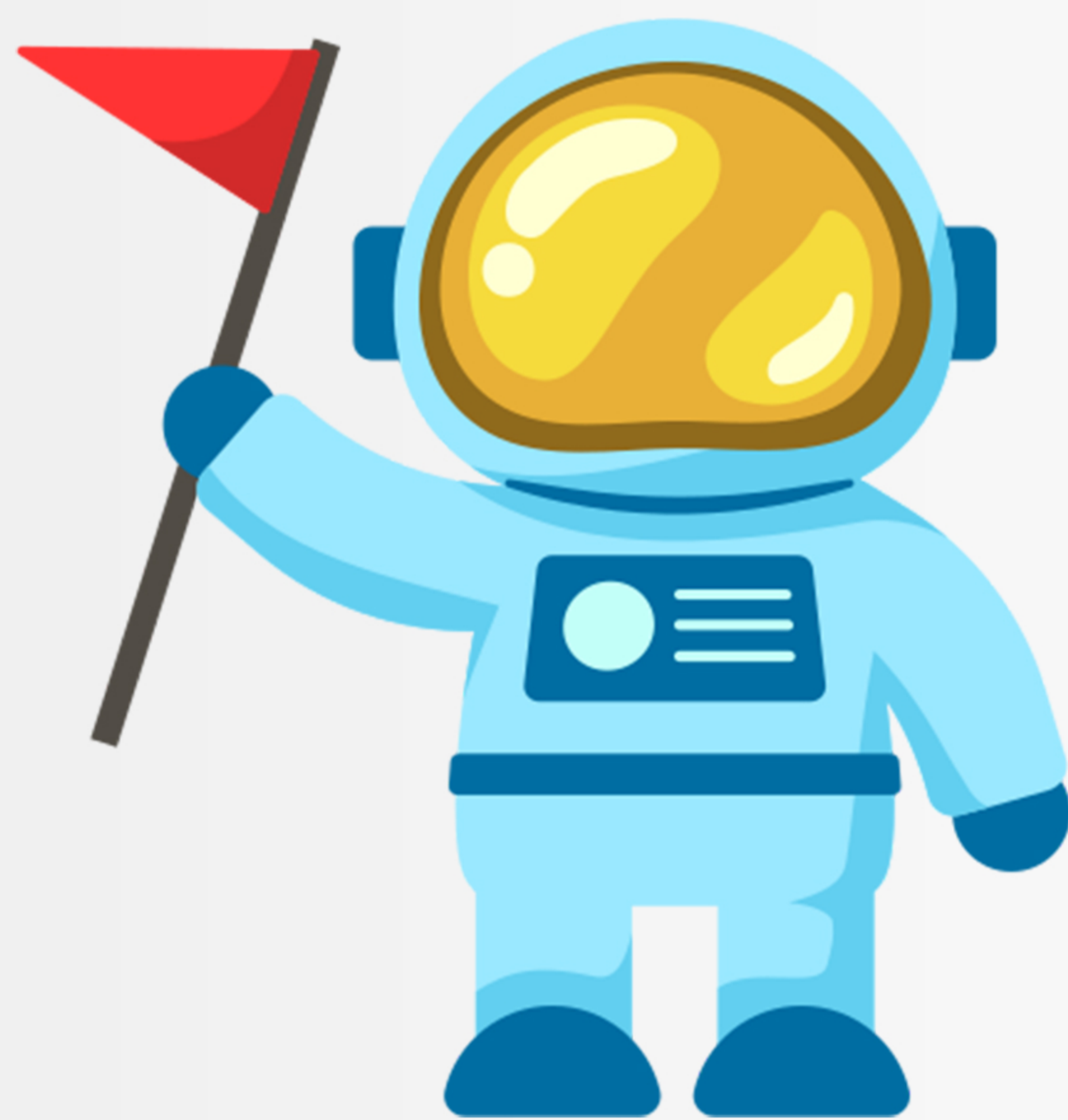
When the game ends, switch to Background 2 (or Scene 2), where the message 'Monkey win' and completes one full cycle' is displayed."

- **Scratch Jr**



- **Pictoblox Jr**





Mission 2

Lost Astronaut

Lost Astronaut

Overview:

An astronaut got lost in space and couldn't find his way back to Earth. By chance, he found a rocket and talked to it. The rocket said it could take him back to Earth.

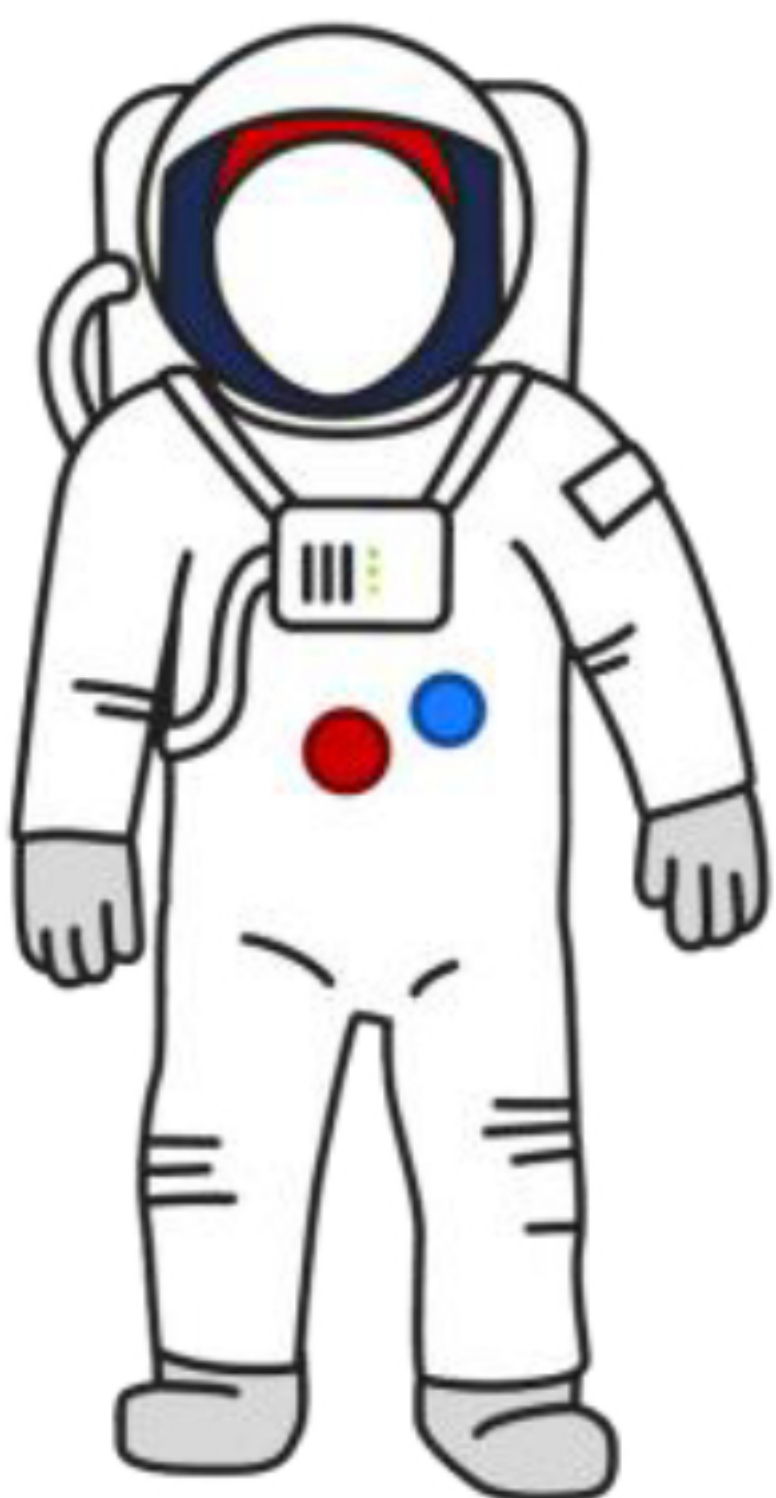
Mission:

Here's a clear way to describe the mission:

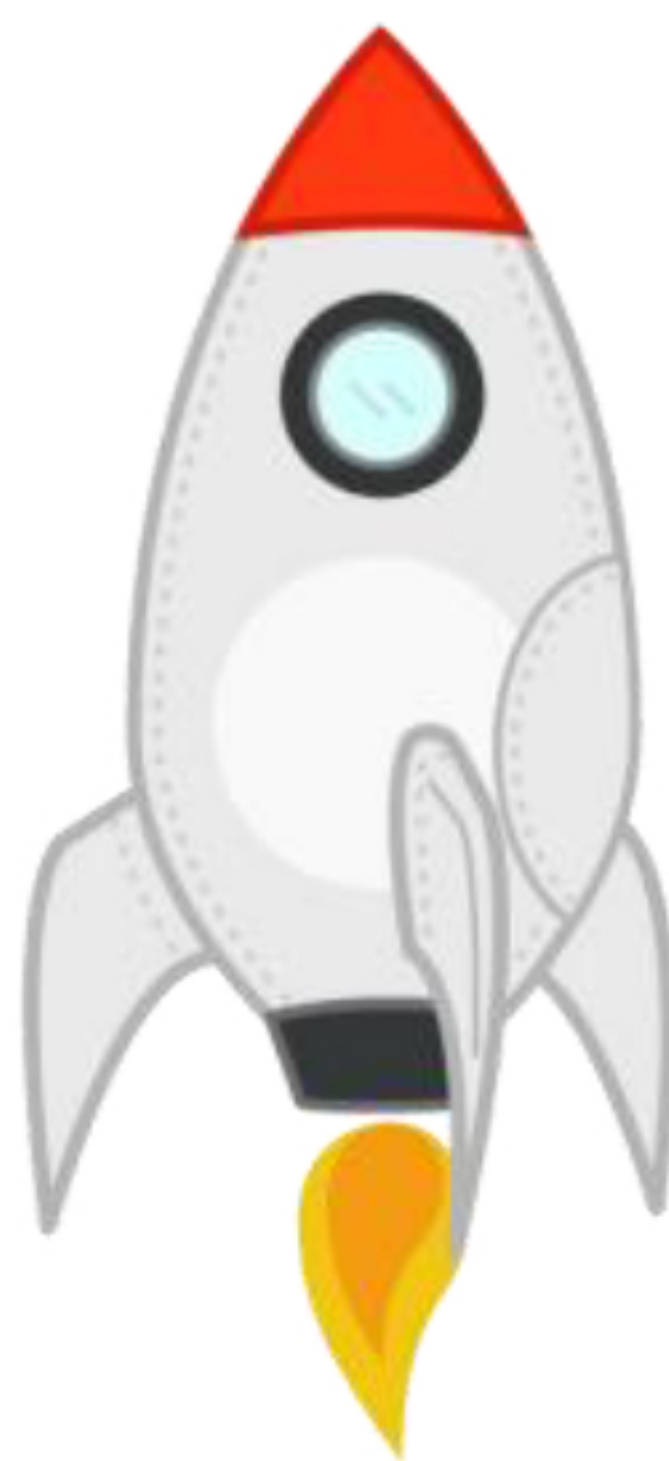
On the first page or scene, a simple conversation between the astronaut and the rocket is shown in detail below. Then, on the next page or scene, the rocket takes the astronaut back to Earth.

Useful Hints:

- Utilize Scratch Jr or pictoblox Jr to the implement the game
- Use these costumes for the game (Scratch Jr)



Astronaut



Rocket

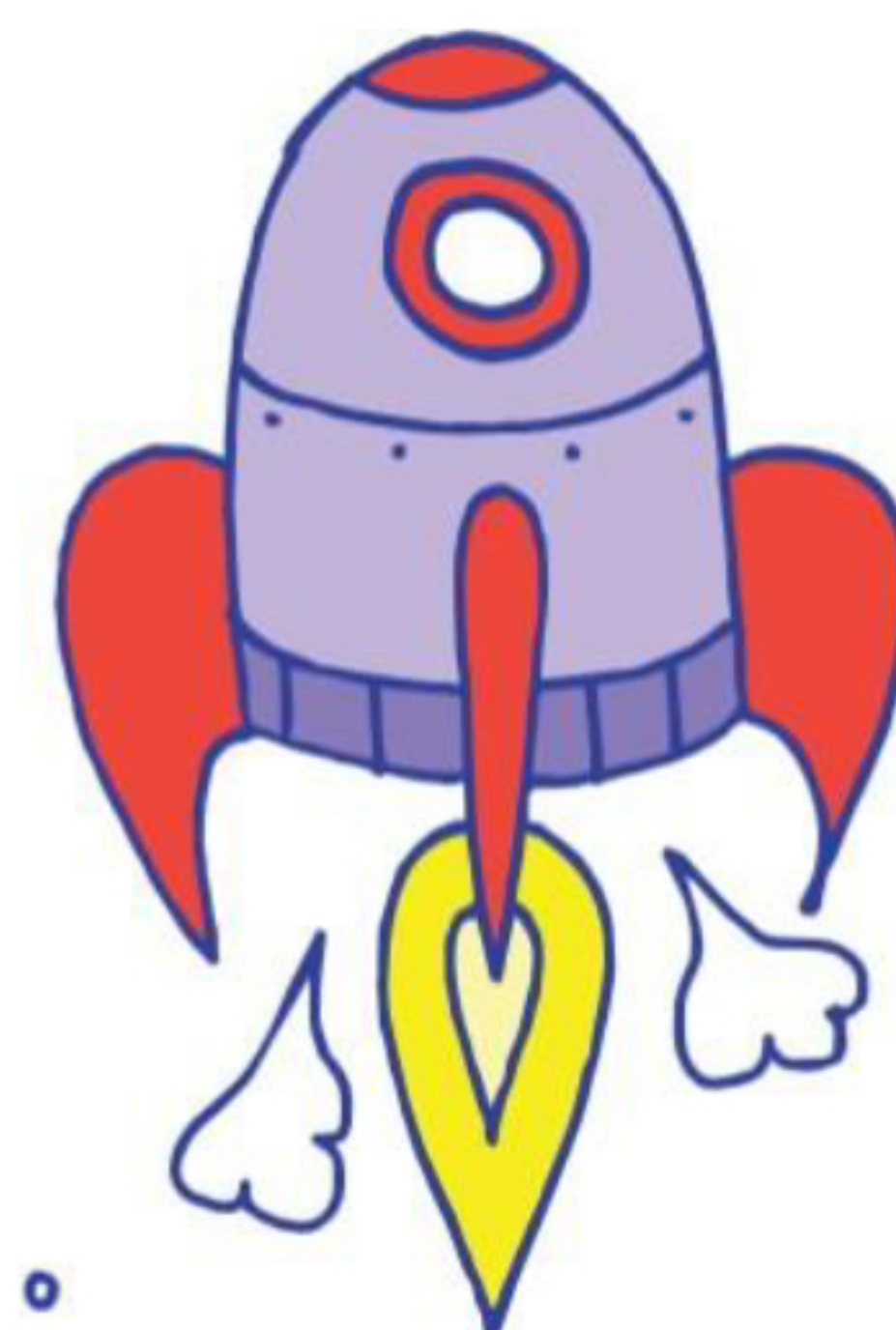


Earth

- Use these costumes for the game (Pictoblox Jr)



Ripley-a



Rocketship-a



Earth

Expected output:

- You can see the detailed video for this game from this YouTube link:
 - Scratch Jr Video: <https://youtu.be/ZMJ4Mv6WX0g>

- **Scratch Jr**

Page 1



Page 2

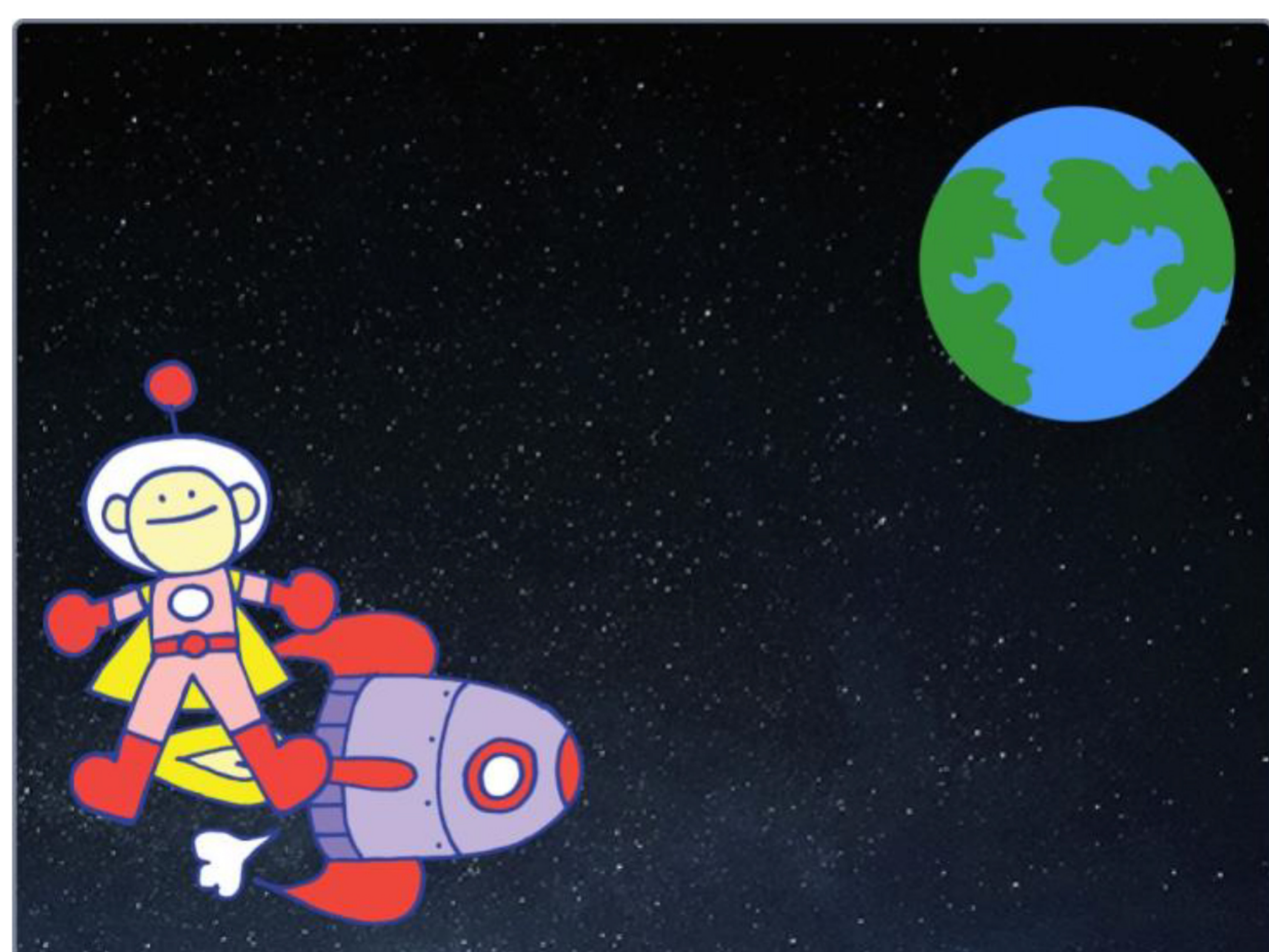


- **Pictoblox Jr**

Page 1



Page 2



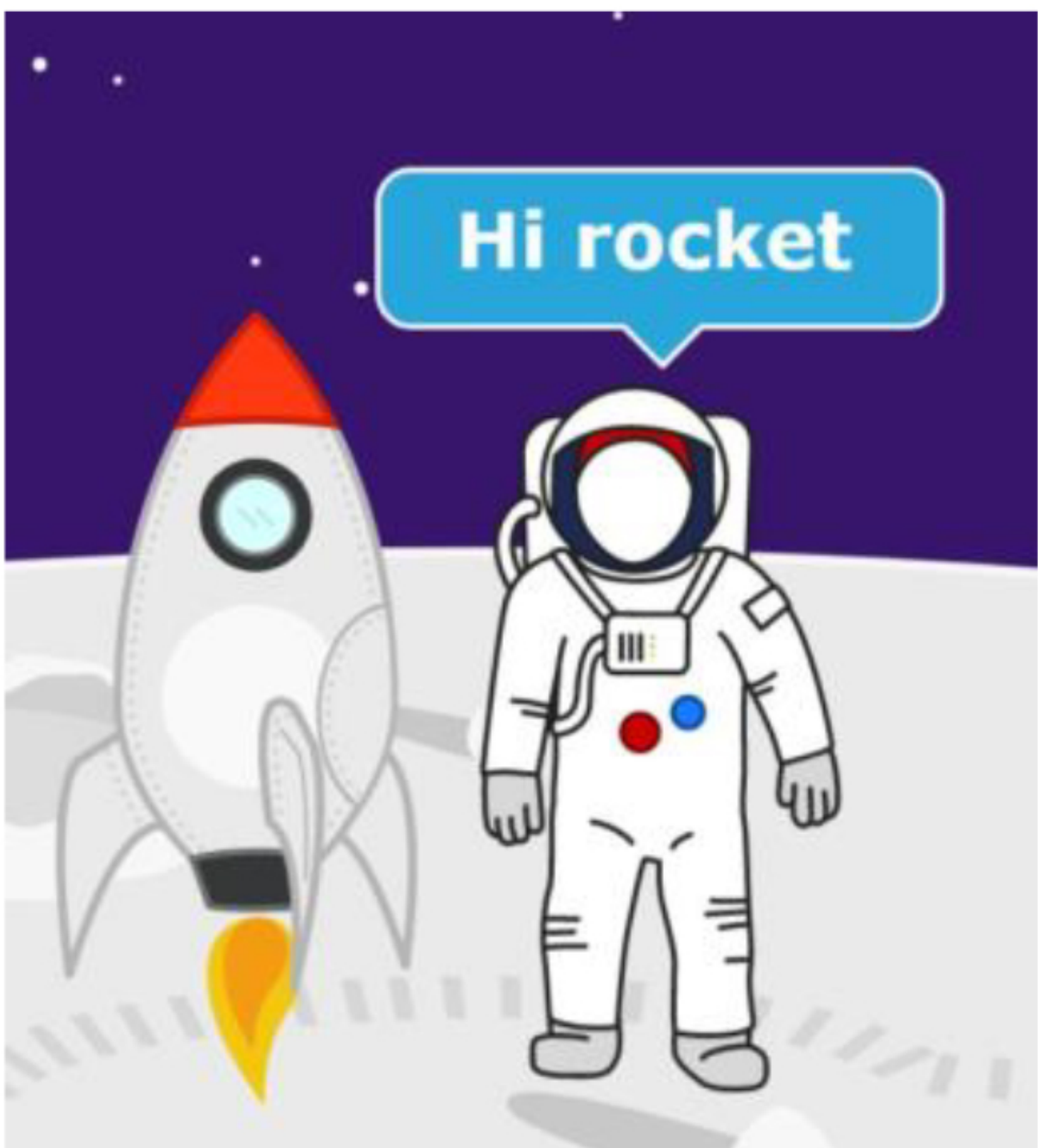
Steps:

Page 1



Step 1

Step 2

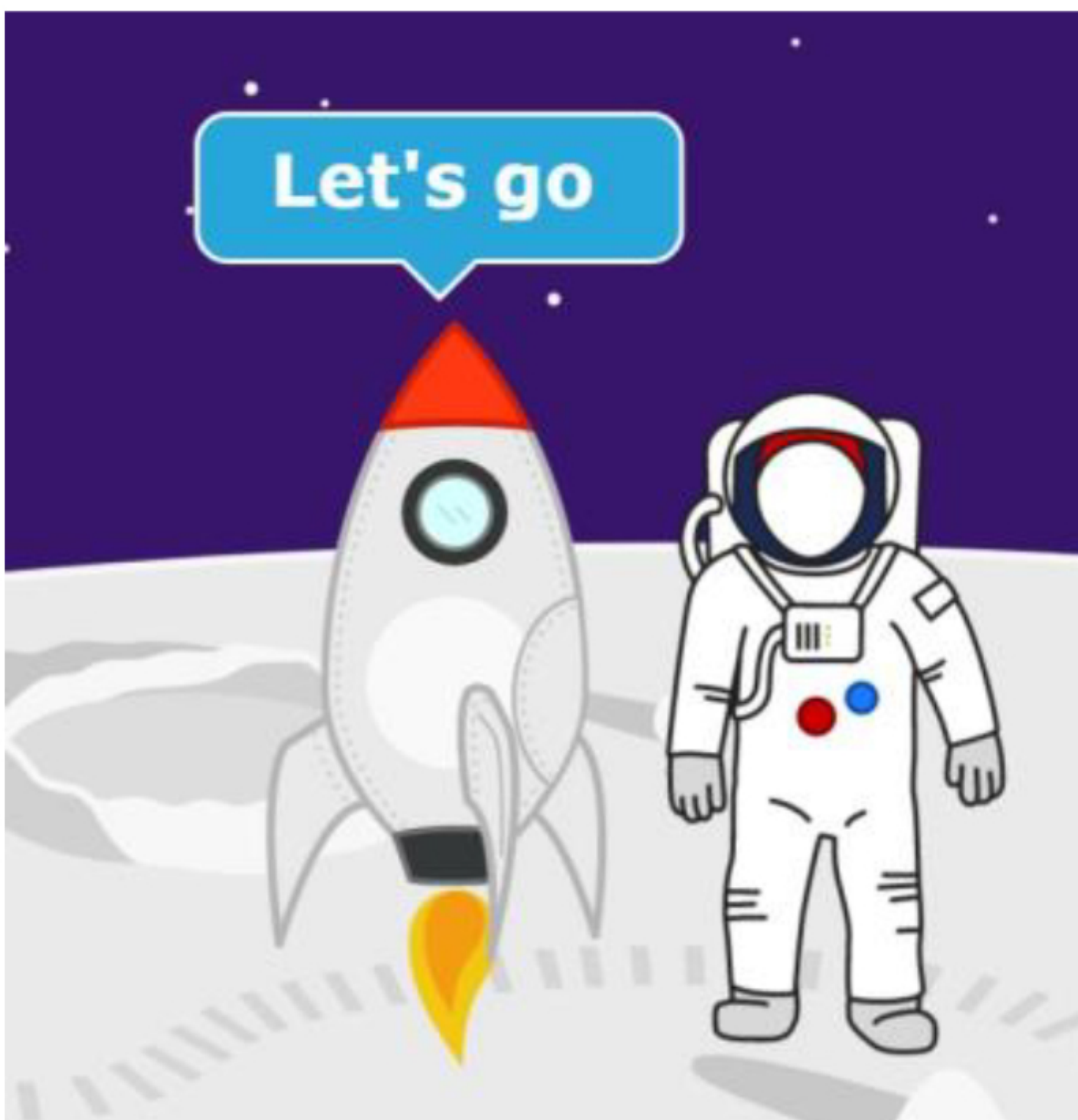


Step 3



Step 4

Step 5



Steps:

Page 2



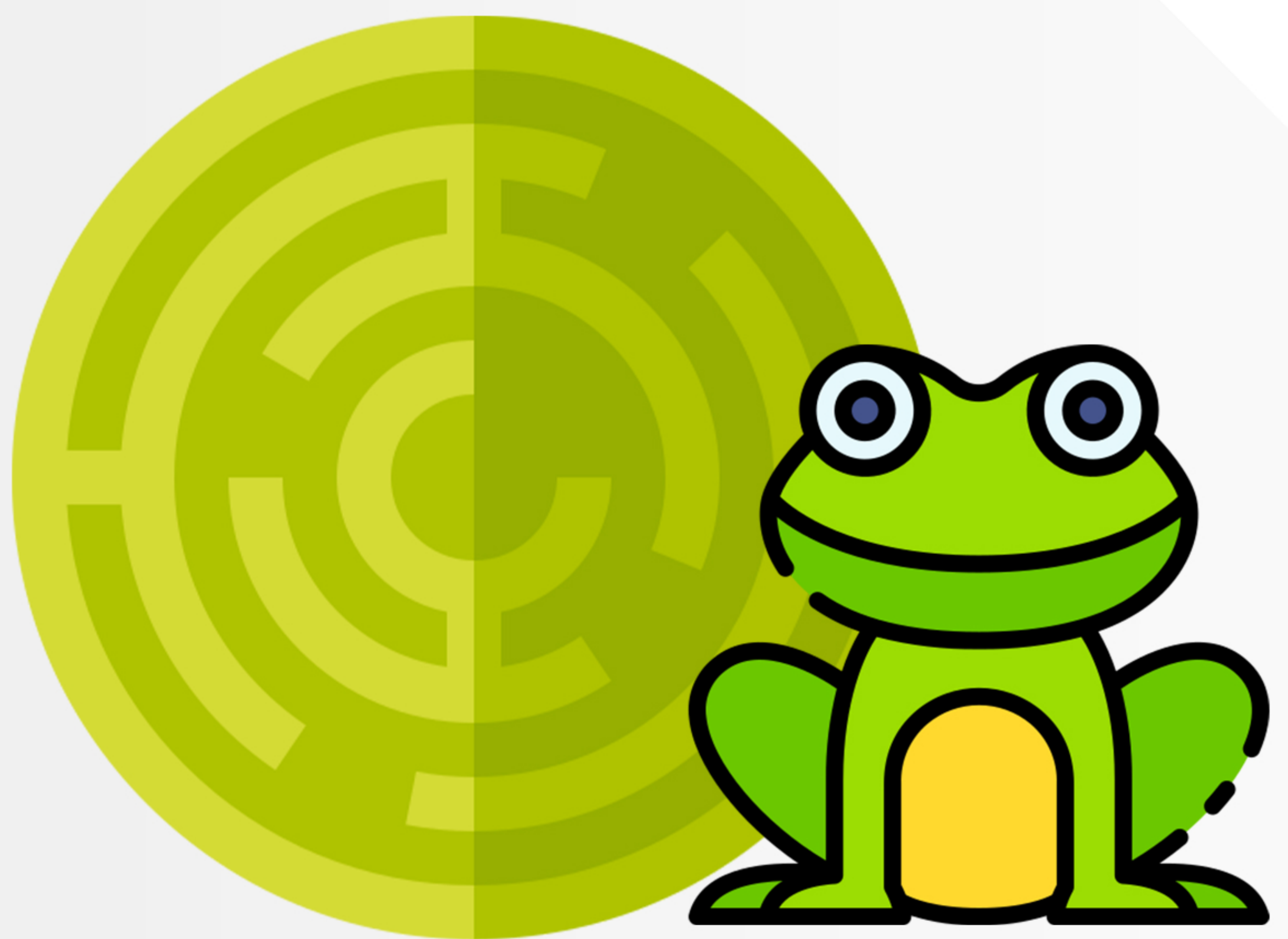
Step 1

Step 2



Step 3





Mission 3

Frog in a Maze

Frog in a Maze

Overview:

There is a frog lost in the maze. Your task is to control its movement to help it find its way out and return to the igloo.

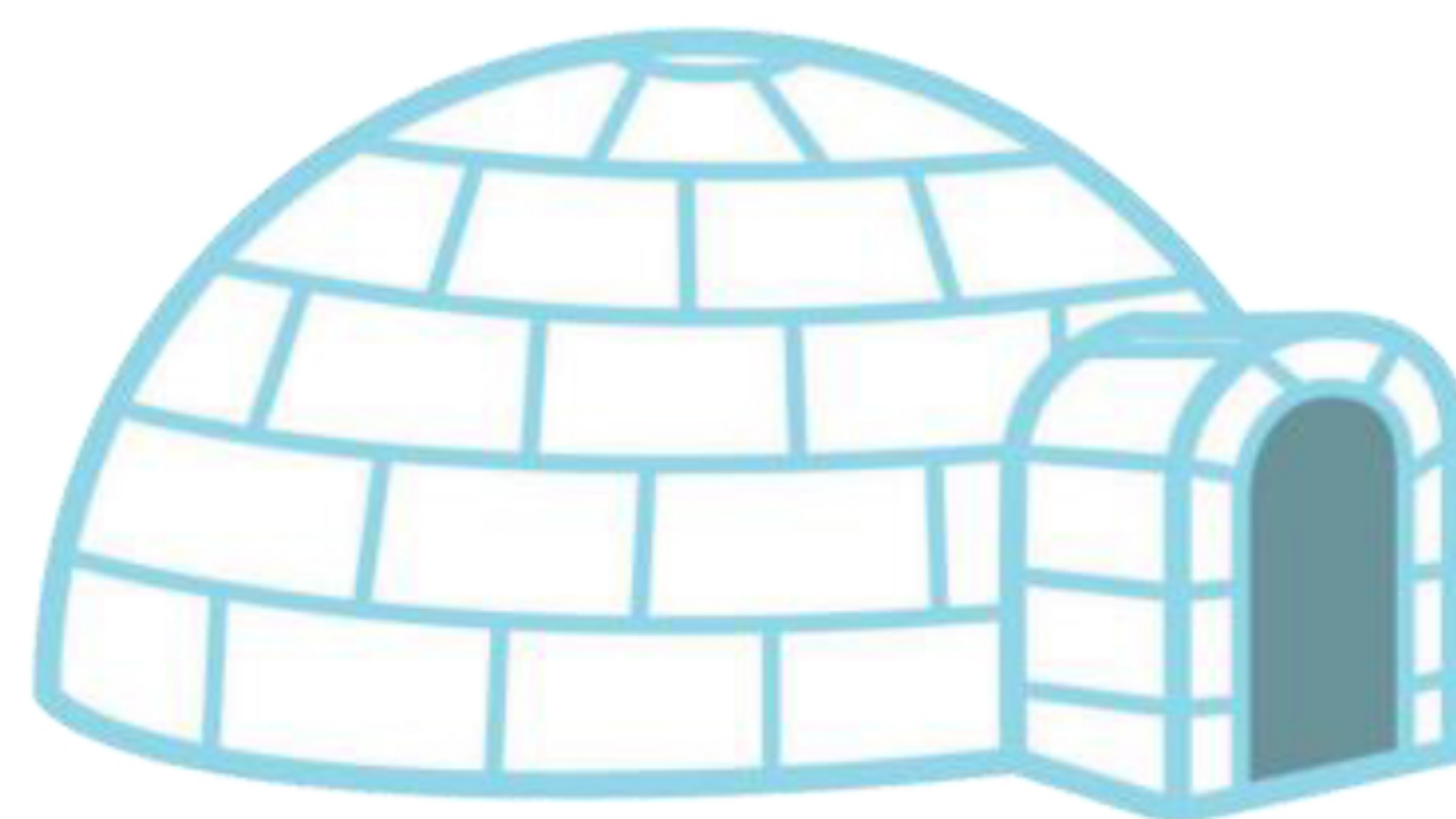
Mission:

Here's a clear way to describe the mission:

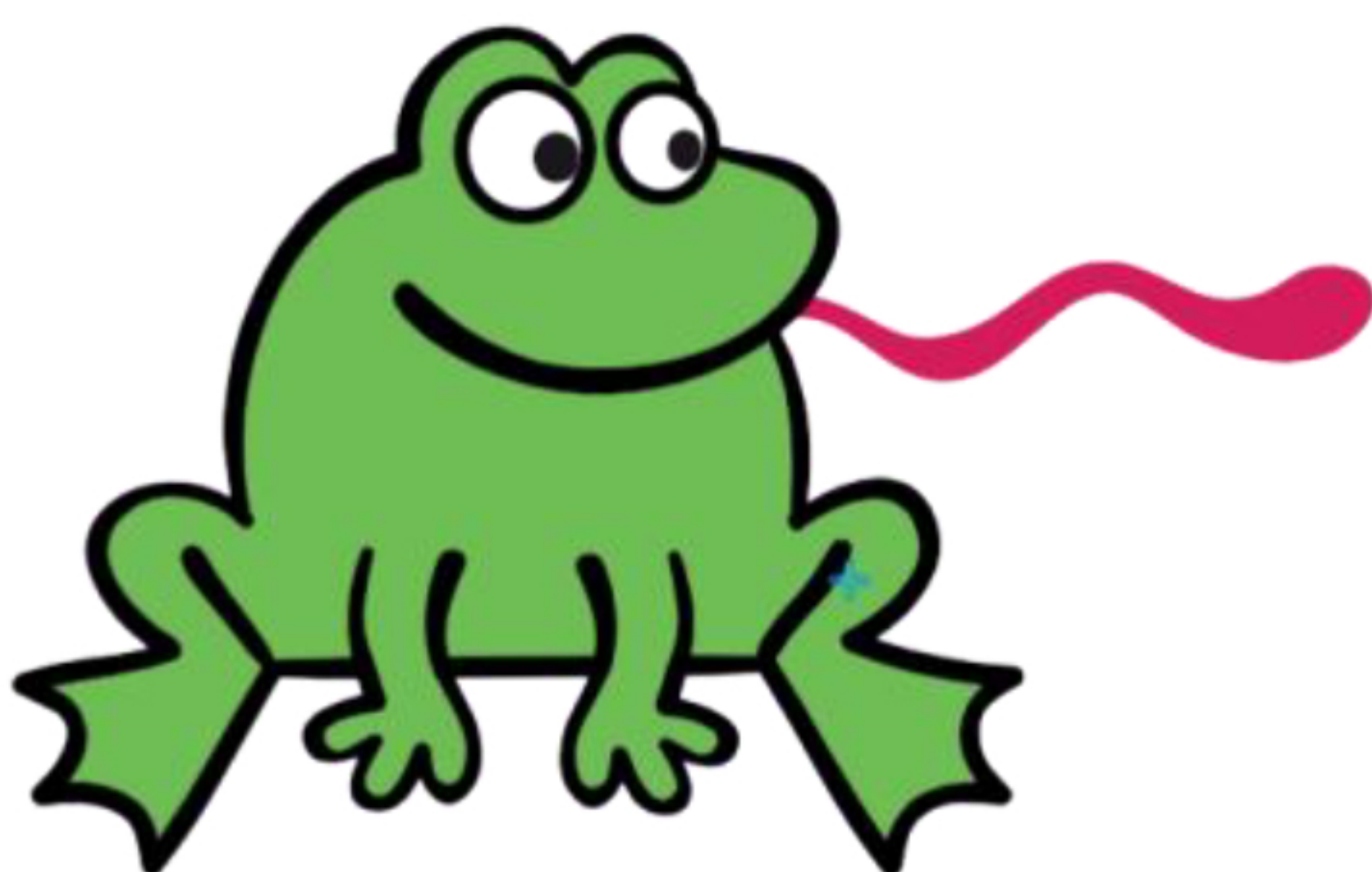
First, draw the maze as shown below, then draw the four control arrows: **right, left, up, and down**. Then make the frog move according to the direction of the arrow. For example, if the right arrow is pressed, make the frog move to the right until it reaches its home

Useful Hints:

- Utilize Scratch Jr or pictoblox Jr to the implement the game
- Use these costumes for the game (Scratch Jr)



- Use these costumes for the game (Pictoblox Jr)

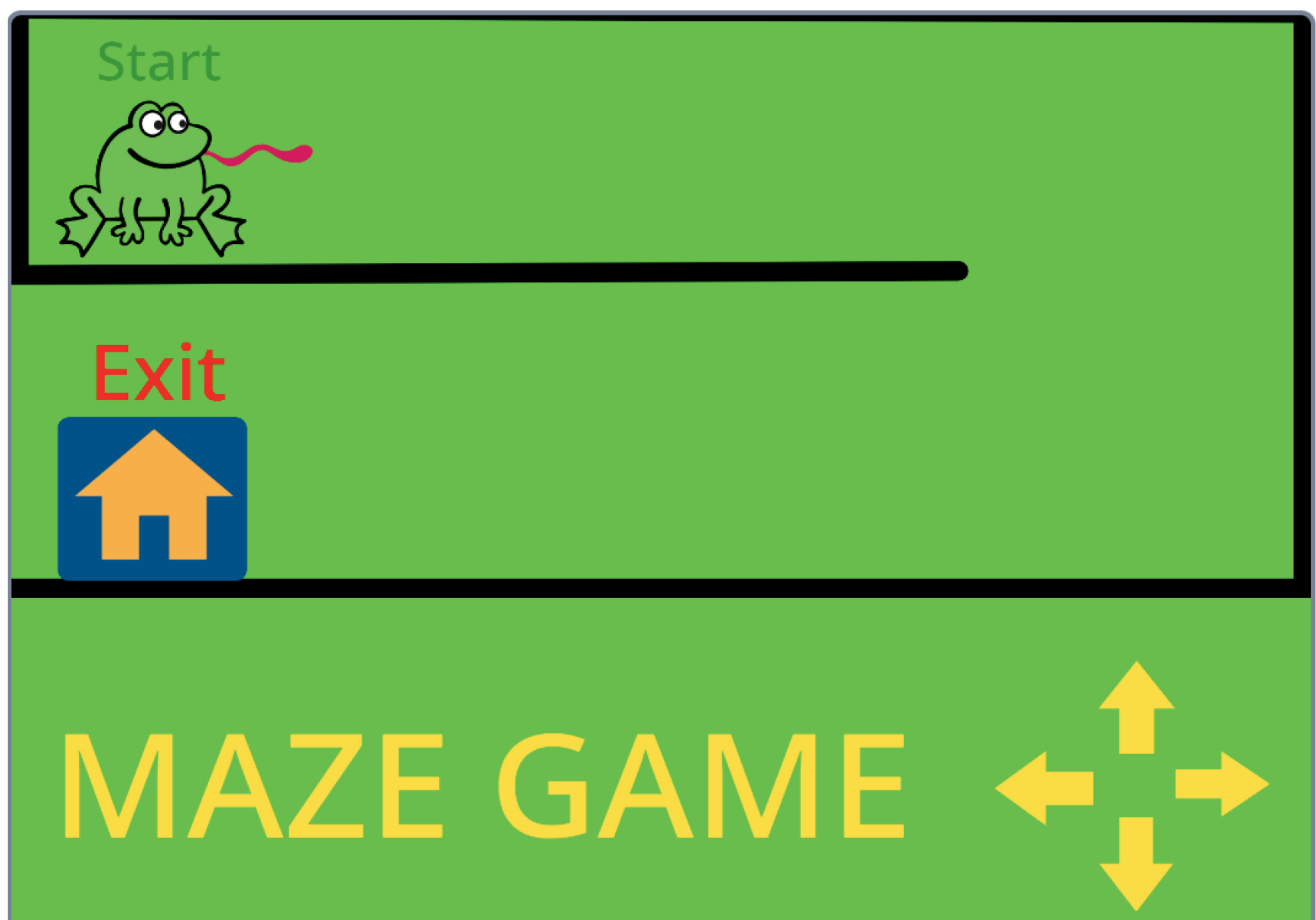


Expected output:

- You can see the detailed video for this game from this YouTube link:
 - Scratch Jr Video: https://youtu.be/wt_yYYjTOM
 - Pictoblox Jr Video: <https://youtu.be/3SvFwUQ4dTY>
- **Scratch Jr**



- **Pictoblox Jr**



Bonus part:

When the game ends, switch to Background 2 (or Scene 2), where the message “Free Frog” and Frog jump and enter its igloo.

- **Scratch Jr**



- **Pictoblox Jr**

