



CODE CHALLENGE
CHAMPIONSHIP

SAMPLE
KIDCODER CHALLENGE
CODE CHALLENGE CHAMPIONSHIP
LEVEL 1

20
24

Avoid the Mushroom!

Overview:

Embark on a thrilling adventure with Rabbit in "**Avoid the Mushroom!**" Rabbit, a swift and agile creature of the jungle, needs your assistance to navigate through the dense forest and evade the poisonous mushrooms. Join Rabbit in this exciting game where quick reflexes and agility are key to success!

Mission:

Your mission is to create an engaging game featuring Rabbit and the pesky mushrooms. Here's what you need to do:

1. **Game Begins:** The game kicks off as the mushroom starts moving across the screen, from the right most of the screen to the left.
2. **Interactivity:** Players interact with Rabbit by **clicking on it**, causing Rabbit to **jump** and avoid the incoming mushrooms.
3. **Gameplay Continues:** Mushrooms keep **moving from the most right to the most left and repeat forever**
4. **Game Aim:** Players should avoid touching the mushroom by making the rabbit jump over it.
5. **Game Over:** The game ends when Rabbit touches a mushroom. **In Scratch Jr, the game will stop. In Pictoblox Jr, the mushroom will disappear.**

Useful Hints:

- Utilize Scratch Jr or PictoBlox Jr to implement the game mechanics and Rabbit's movements.
- Use these costumes for the game (Scratch Jr):



- Use these costumes for the game (Pictoblox Jr):



- Use sprite and motion blocks to animate Mushroom's moving and Rabbit's jumping actions.
- Implement collision detection to detect when Rabbit touches a mushroom and end the game accordingly.
- Test the game thoroughly to ensure smooth gameplay.

Expected Game:

You can see the detailed video for this game from this YouTube link:

<https://www.youtube.com/watch?v=TMHvxqY4bkl>

Screenshot from the game:

