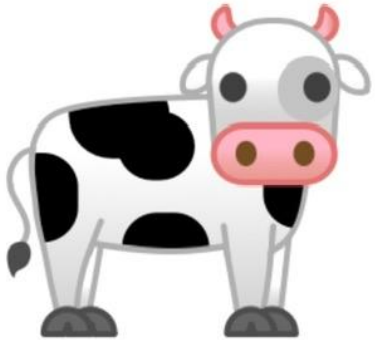
InfoLabSaar

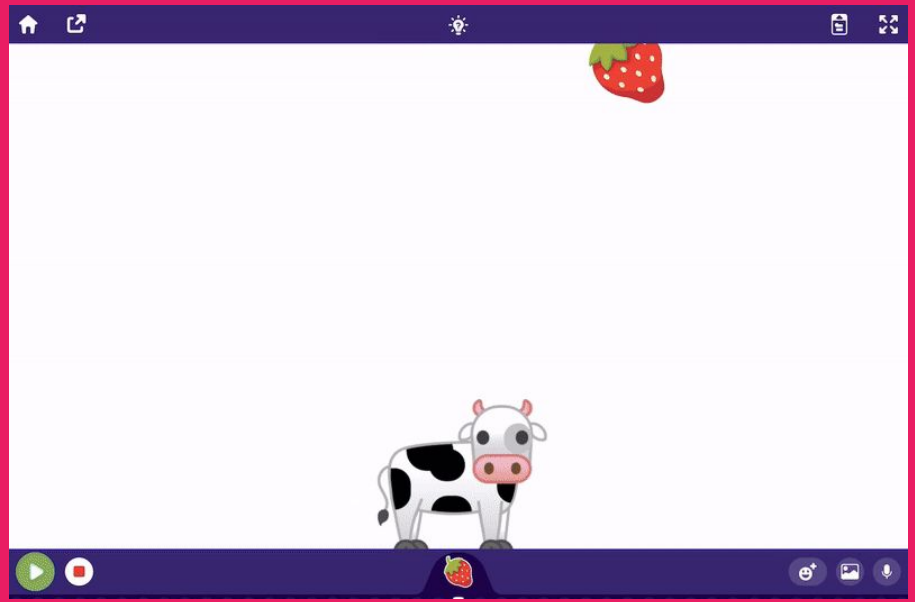
Fangspiel

mit OctoStudio



Heute

Spiel programmieren in der App OctoStudio

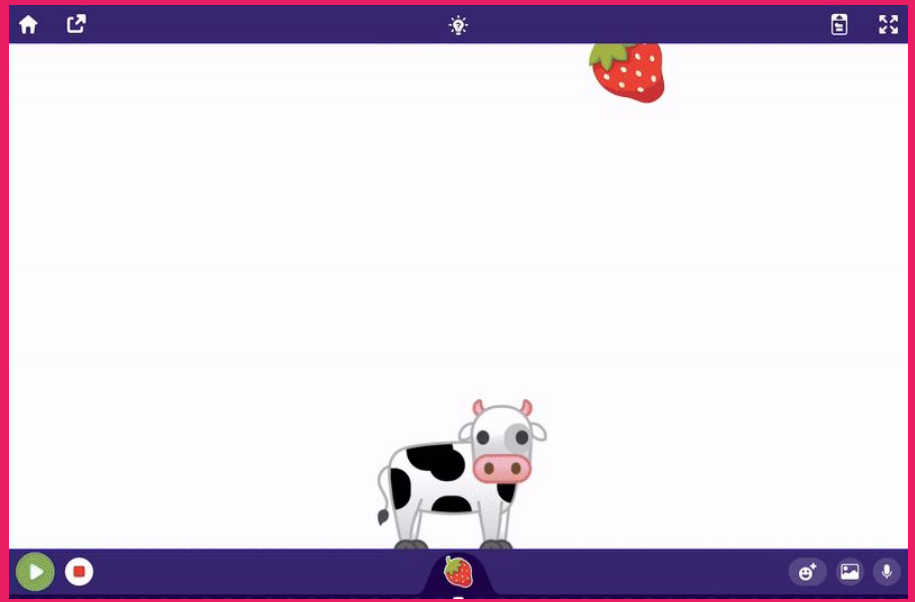


Das Spiel

- Gegenstände fallen an zufälliger Stelle von oben runter
- Steuerung des Fängers: Kippen des Tablets
- Es soll erkannt werden, ob der Gegenstand gefangen wurde oder nicht

✅

Deine Aufgabe:
Programmiere das Spiel!



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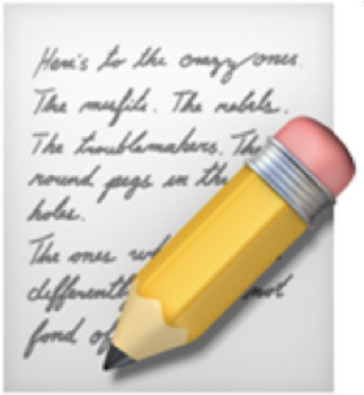
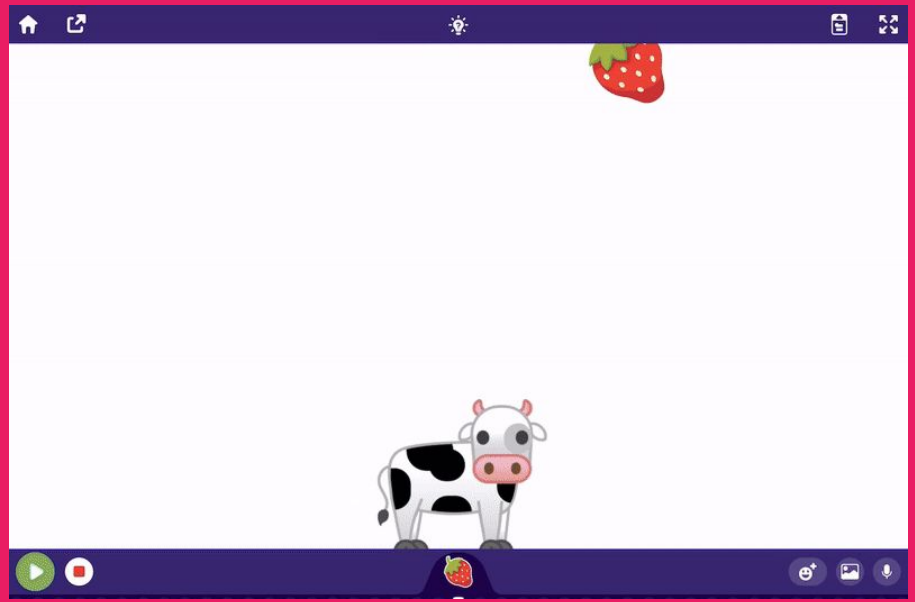


Wir brauchen einen Plan!



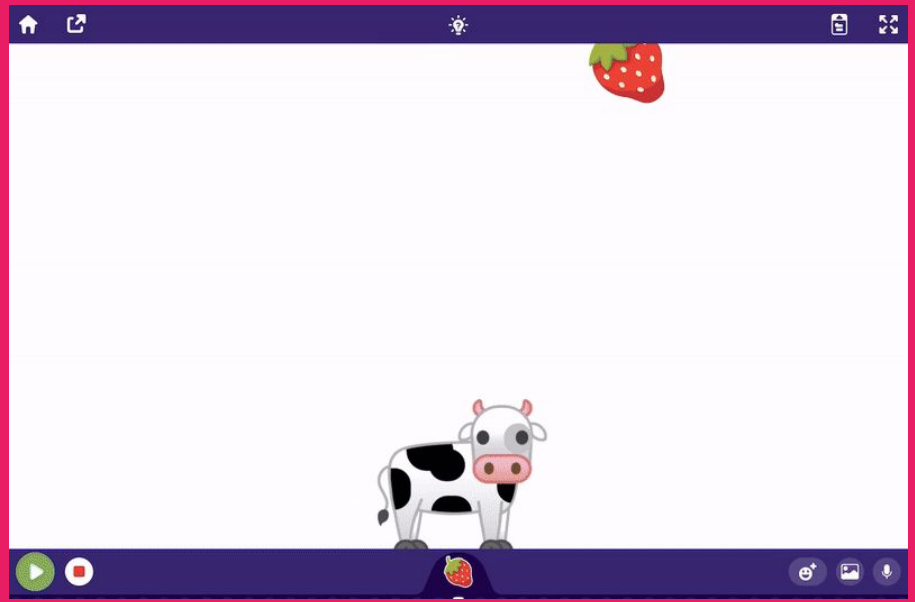
Der Plan

1. Fänger wählen
2. Fänger programmieren
3. Gegenstand wählen
4. Gegenstand programmieren
5. “Gefangen” erkennen und reagieren
6. “Daneben” erkennen und reagieren

✅

App “OctoStudio” starten

Tipp: Arbeite im Querformat



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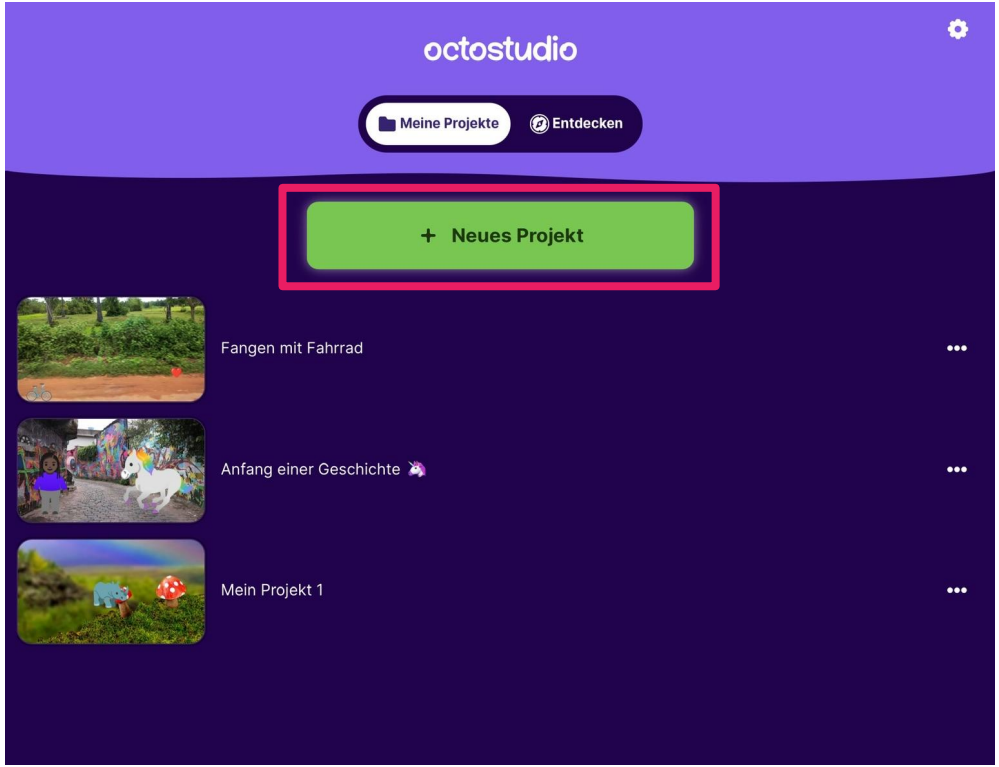
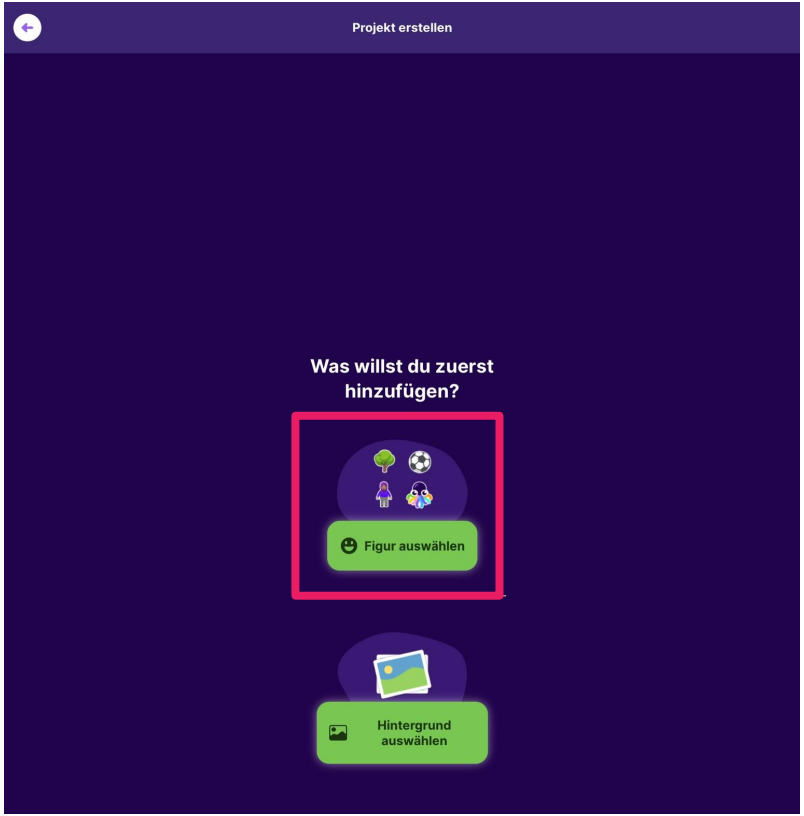
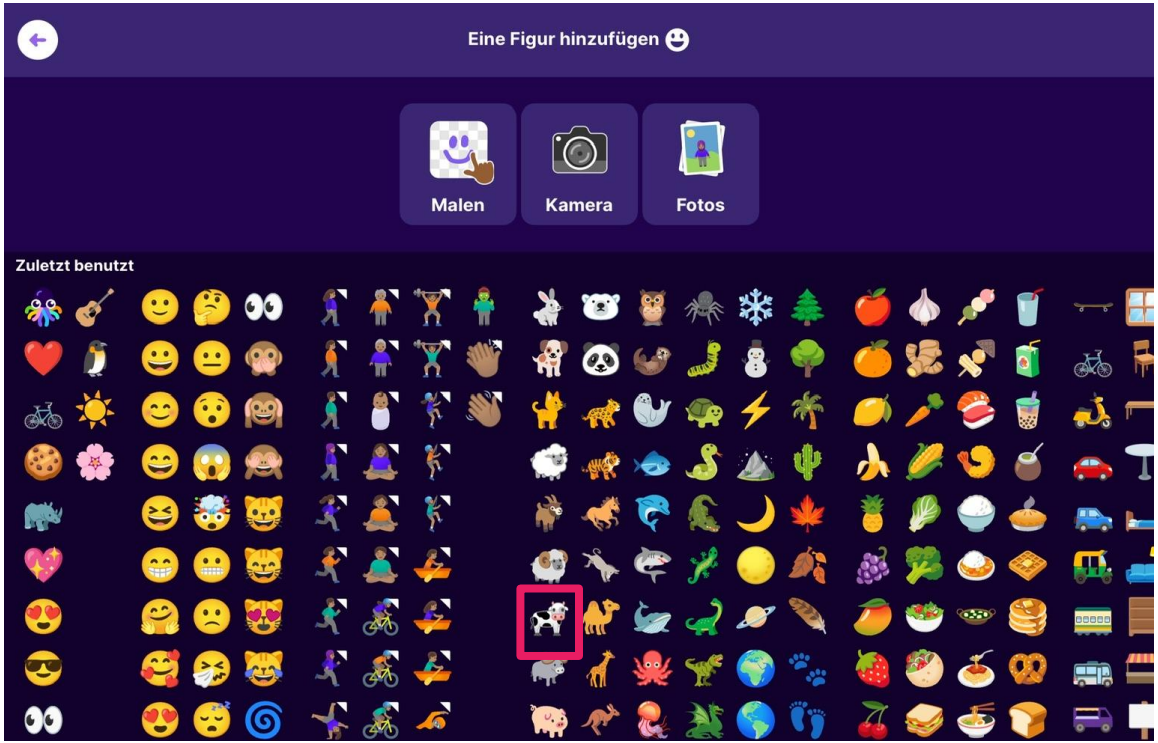
Neues Projekt starten



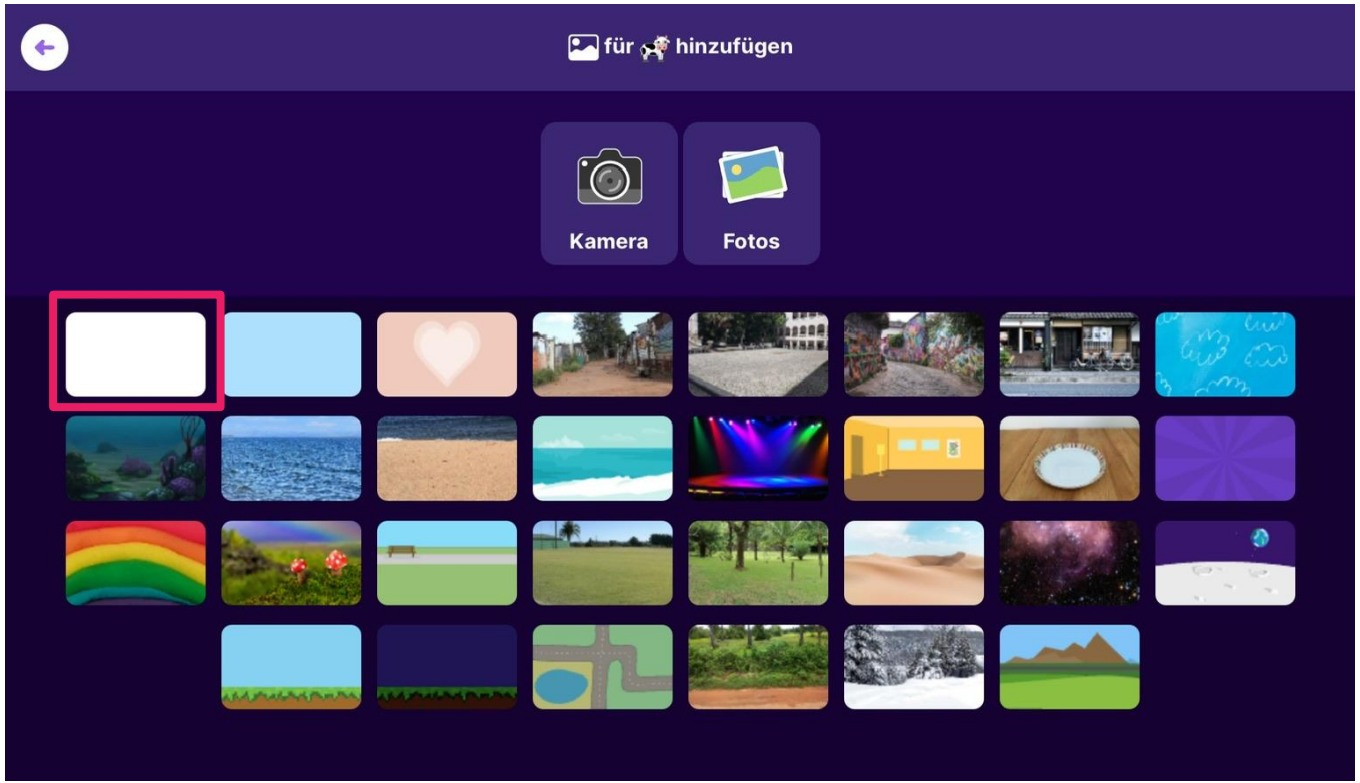
Zuerst Figur auswählen



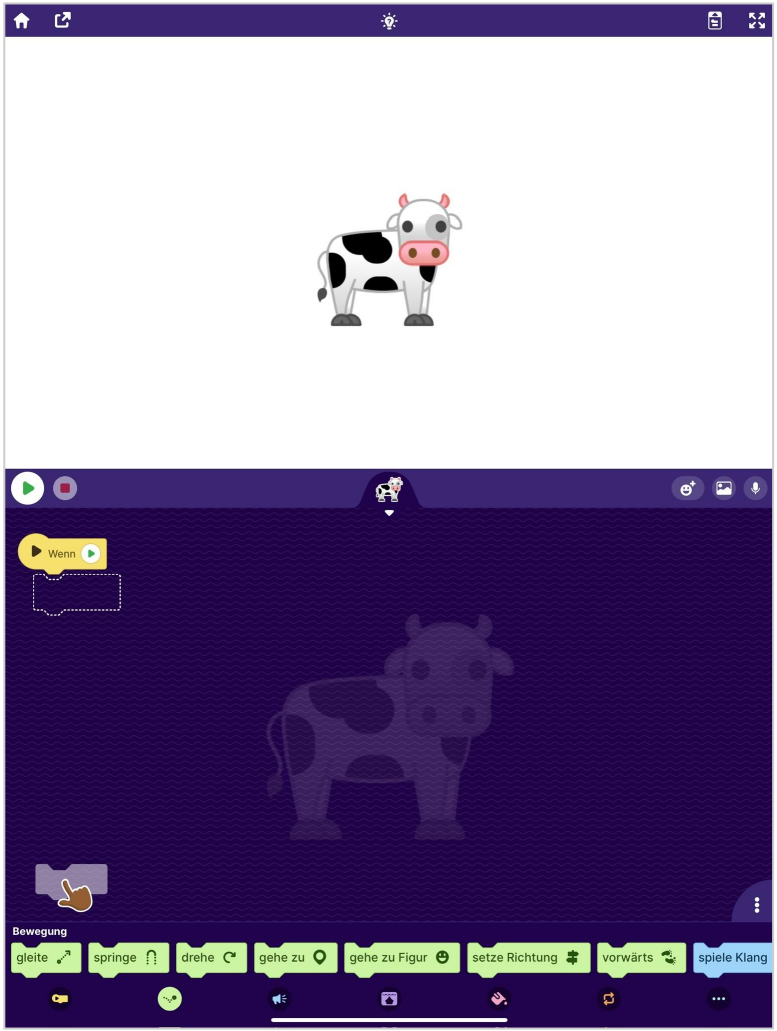
Zum Beispiel die Kuh wählen

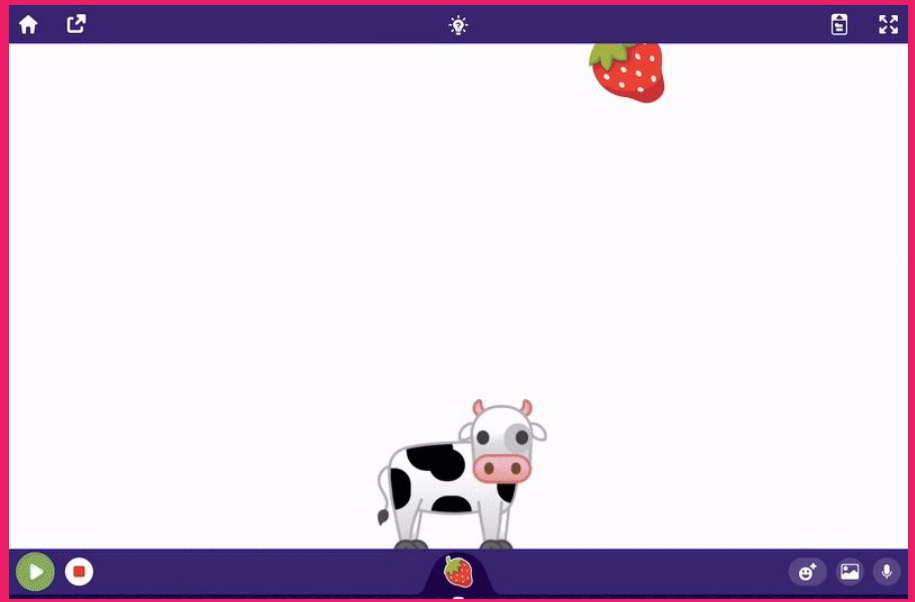


Hintergrund bleibt weiß - erstmal



Die Kuh ist im Spiel!





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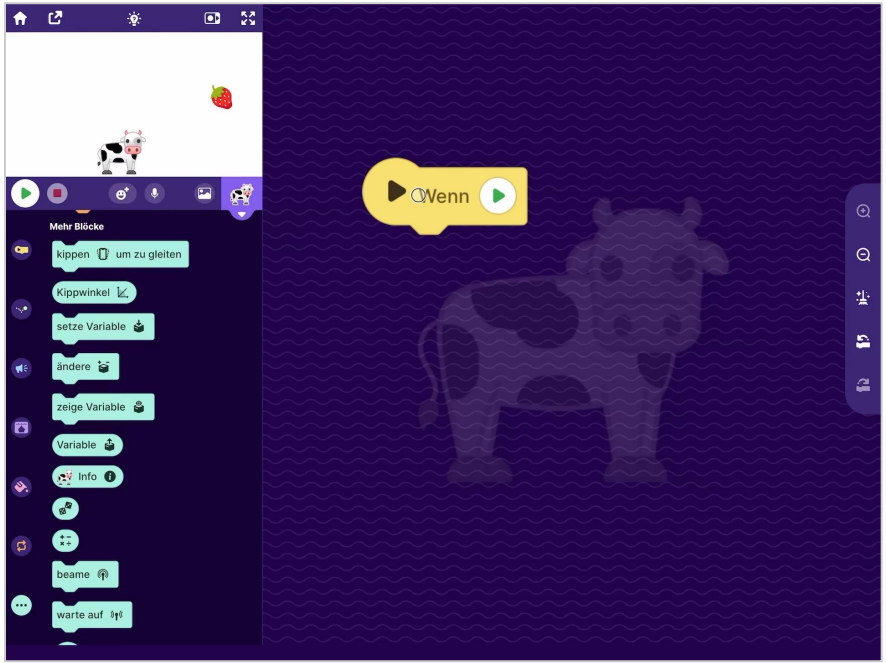
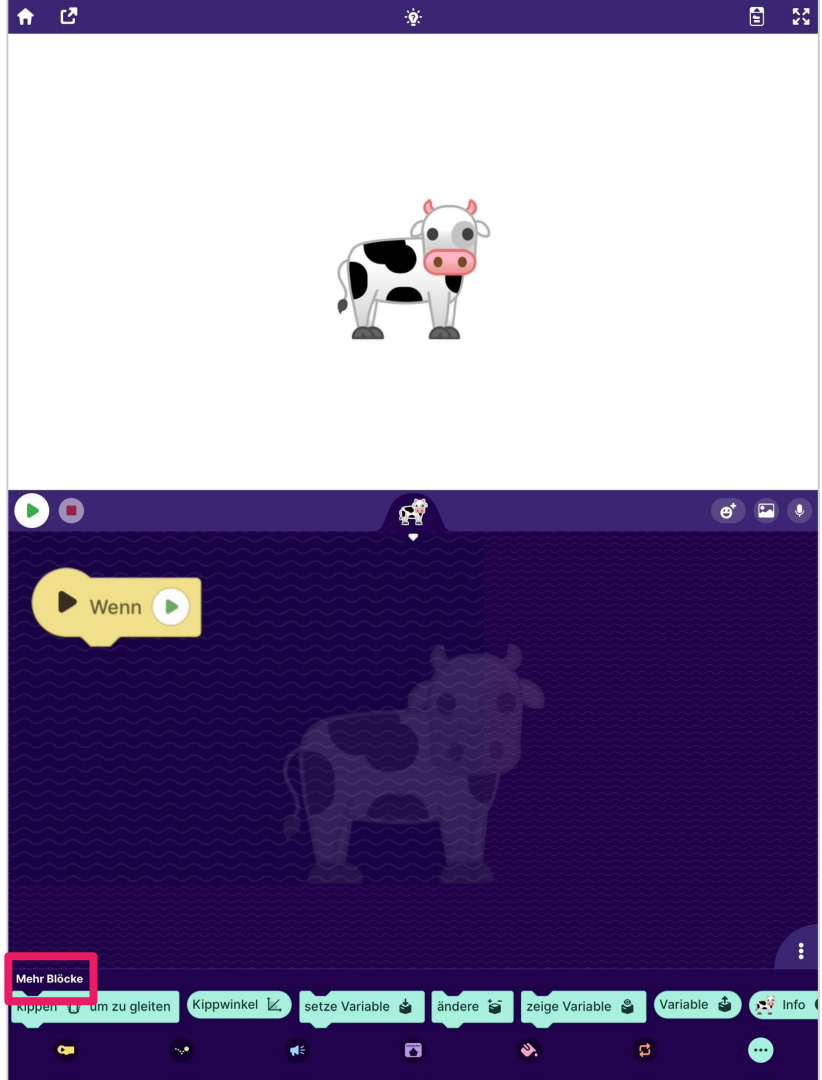
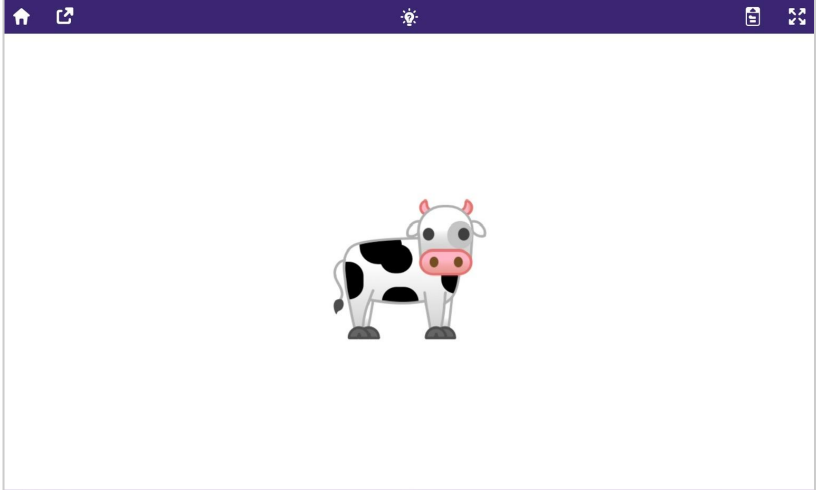
Zu “Mehr Blöcke” wechseln



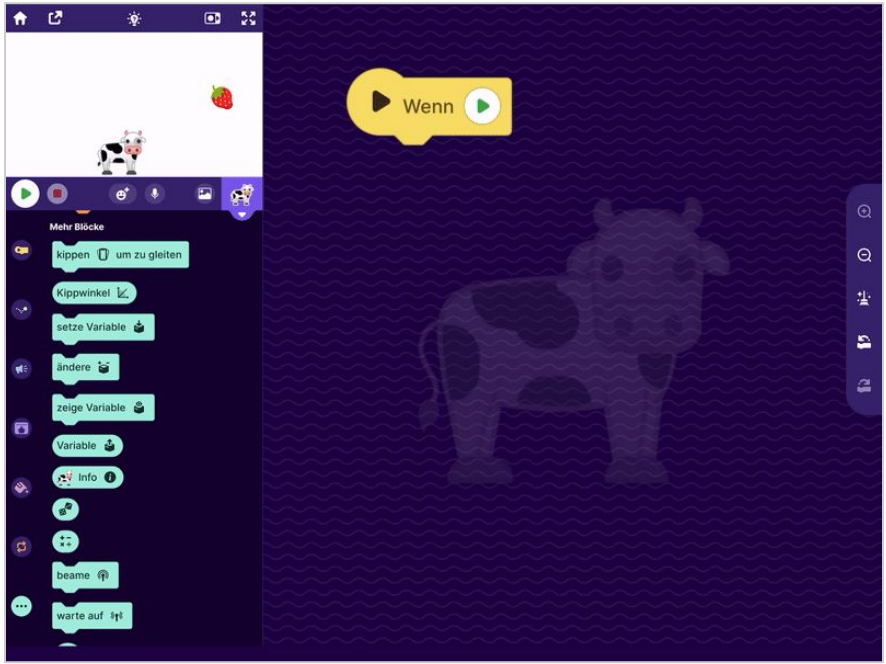
Auf den folgenden Folien sind öfter Quer- und Hochformat zu sehen.



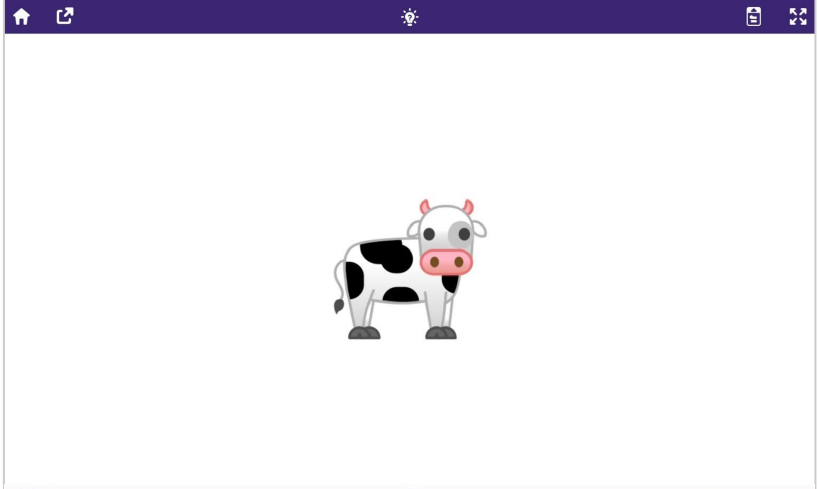
“Kippen” auswählen



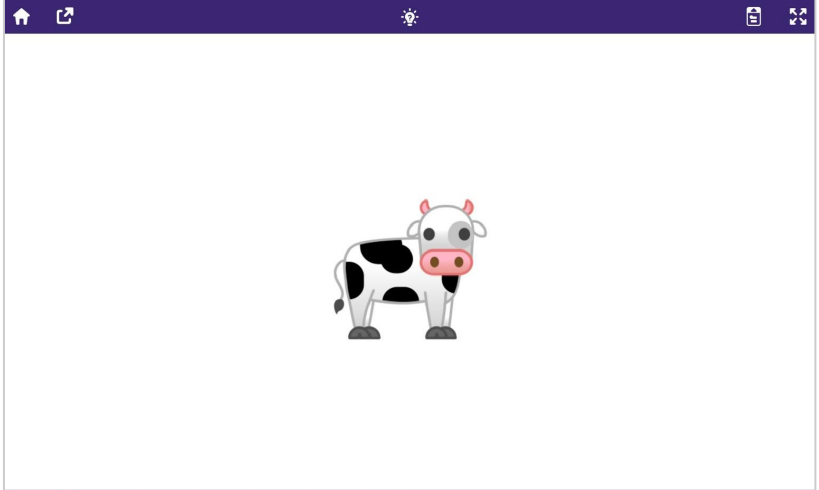
“Kippen” auswählen

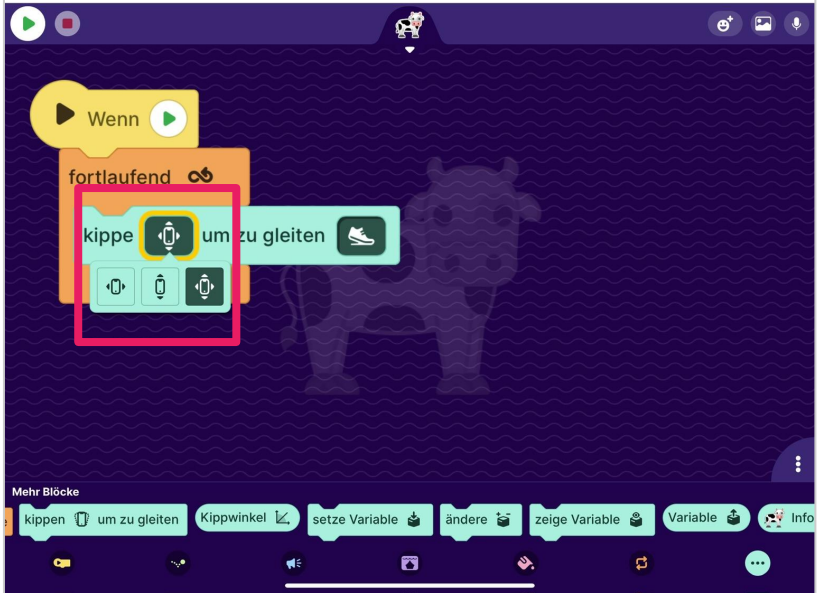


Block “fortlaufend” ist automatisch dabei

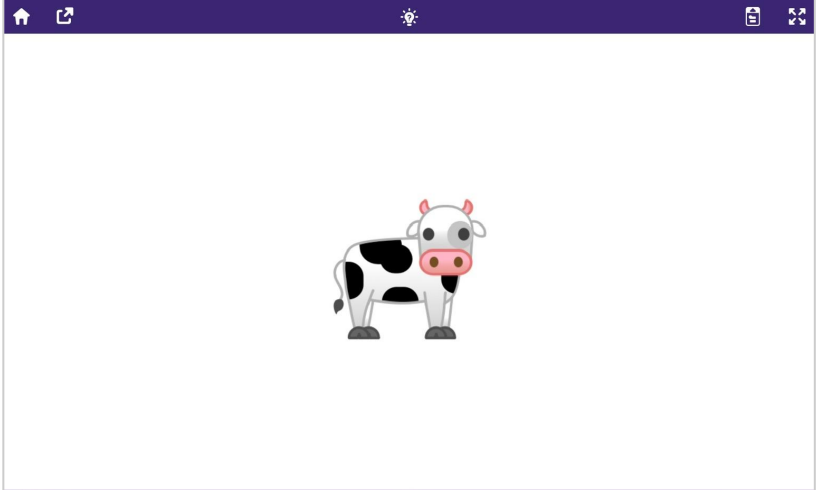


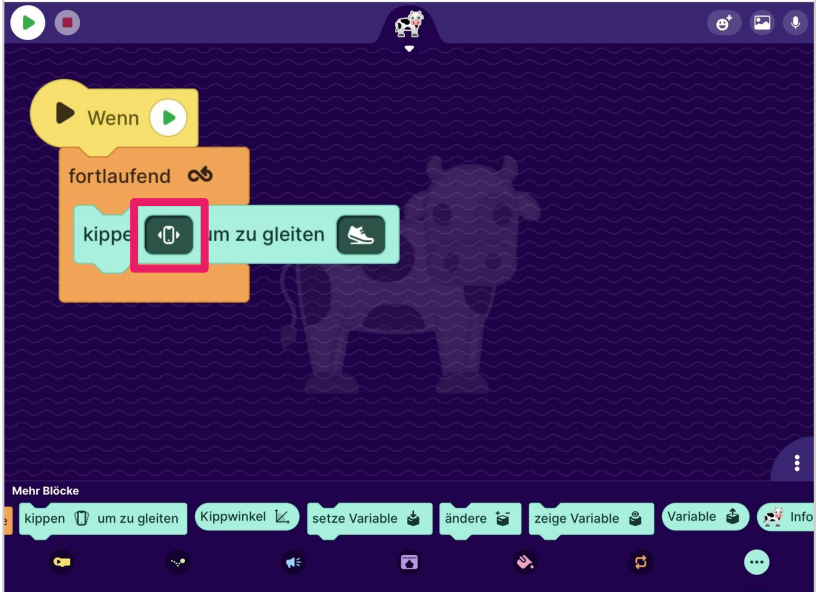
Parameter antippen



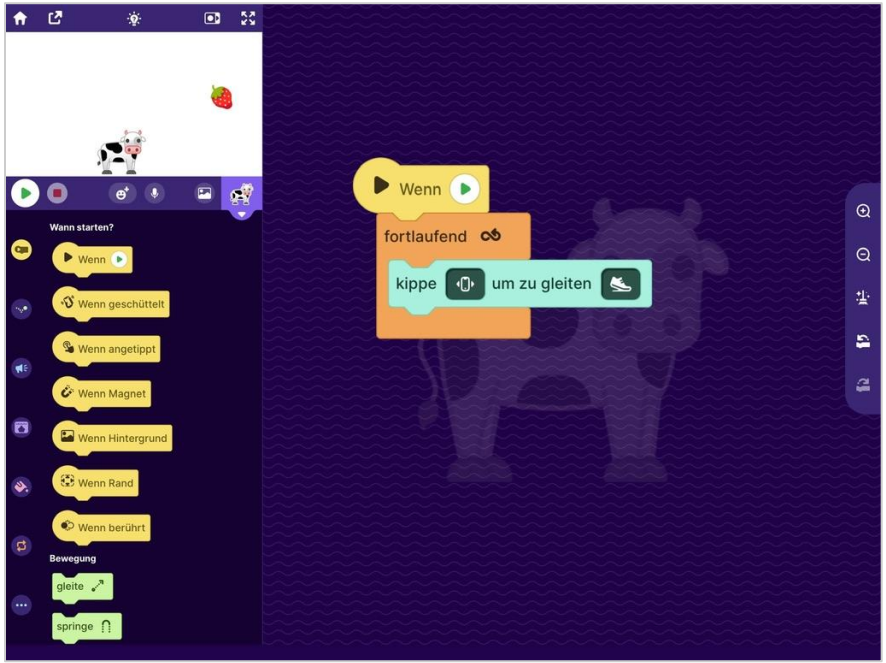


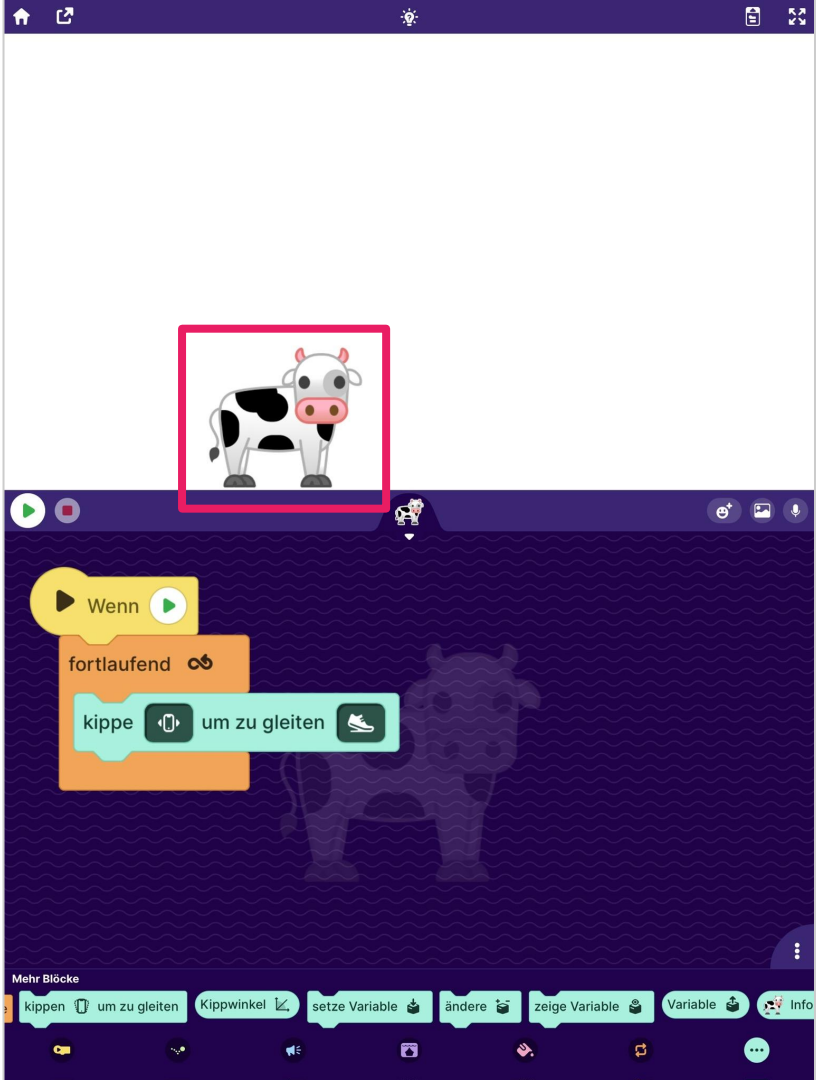
“Kippe” auf Rechts-Links einschränken



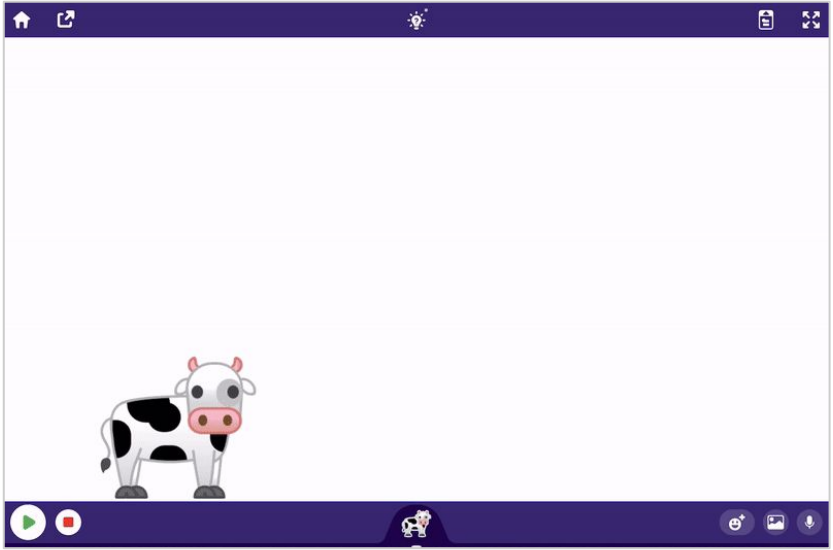


Kuh nach unten





Teste:
Die Kuh folgt dem Kippen des Tablets



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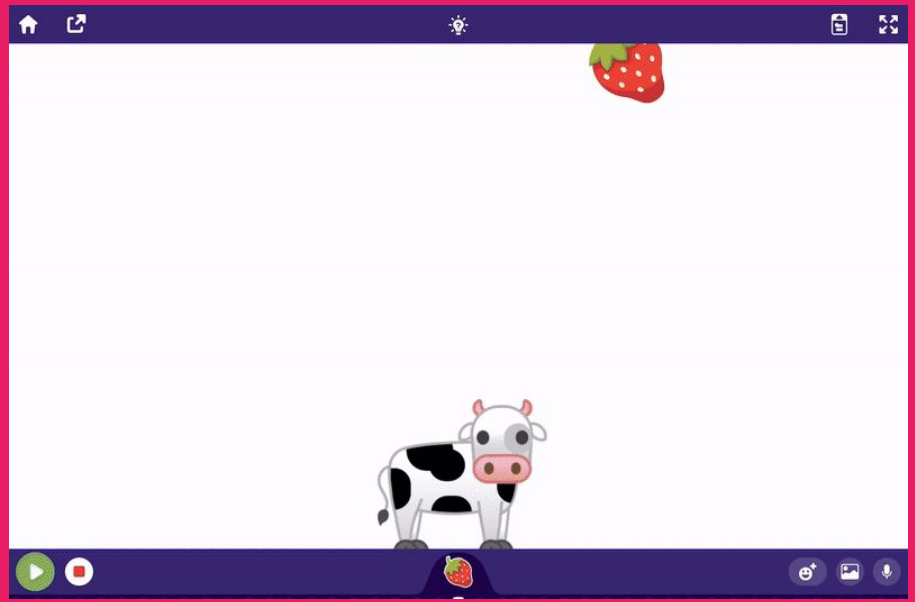

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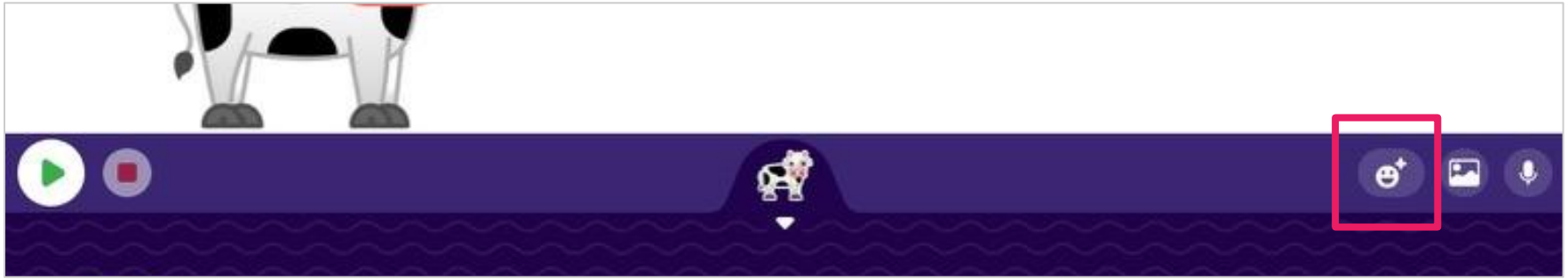
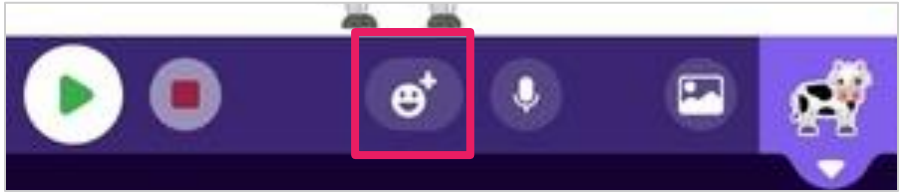
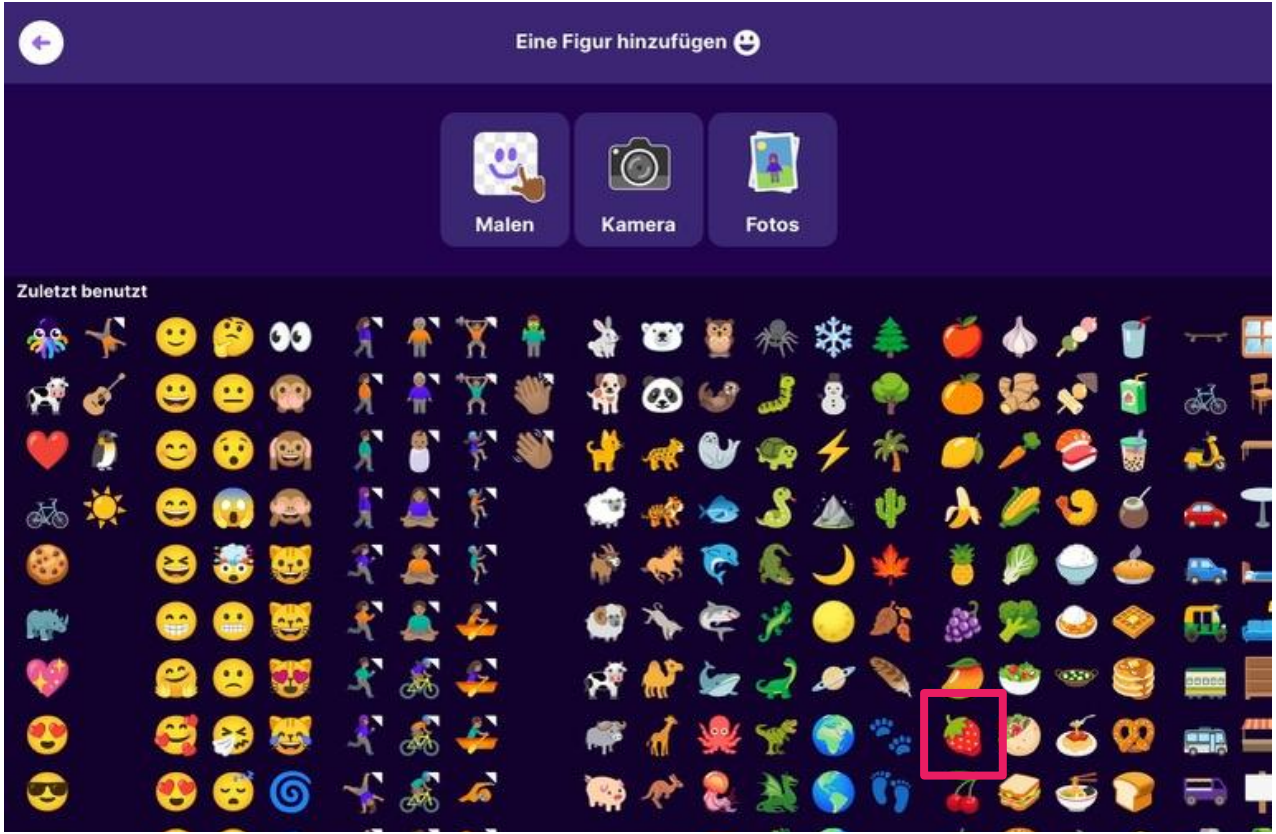
Figur für Gegenstand hinzufügen

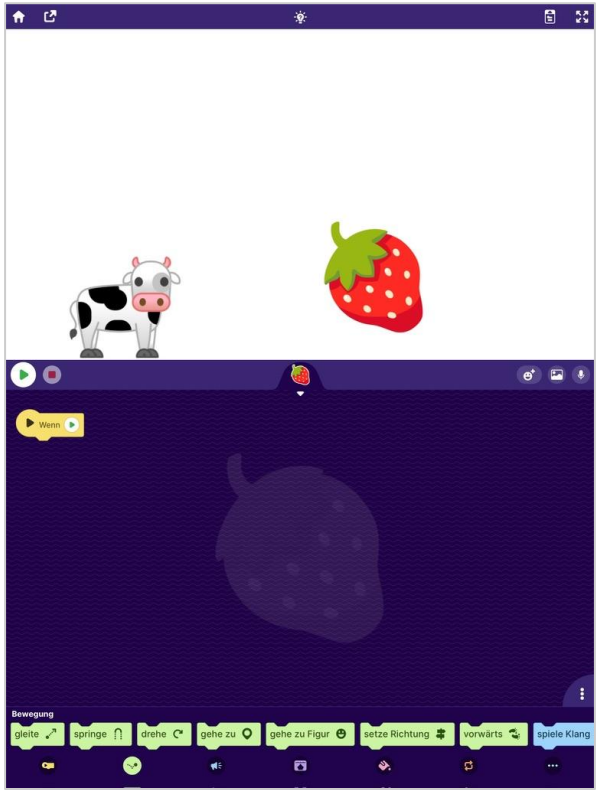




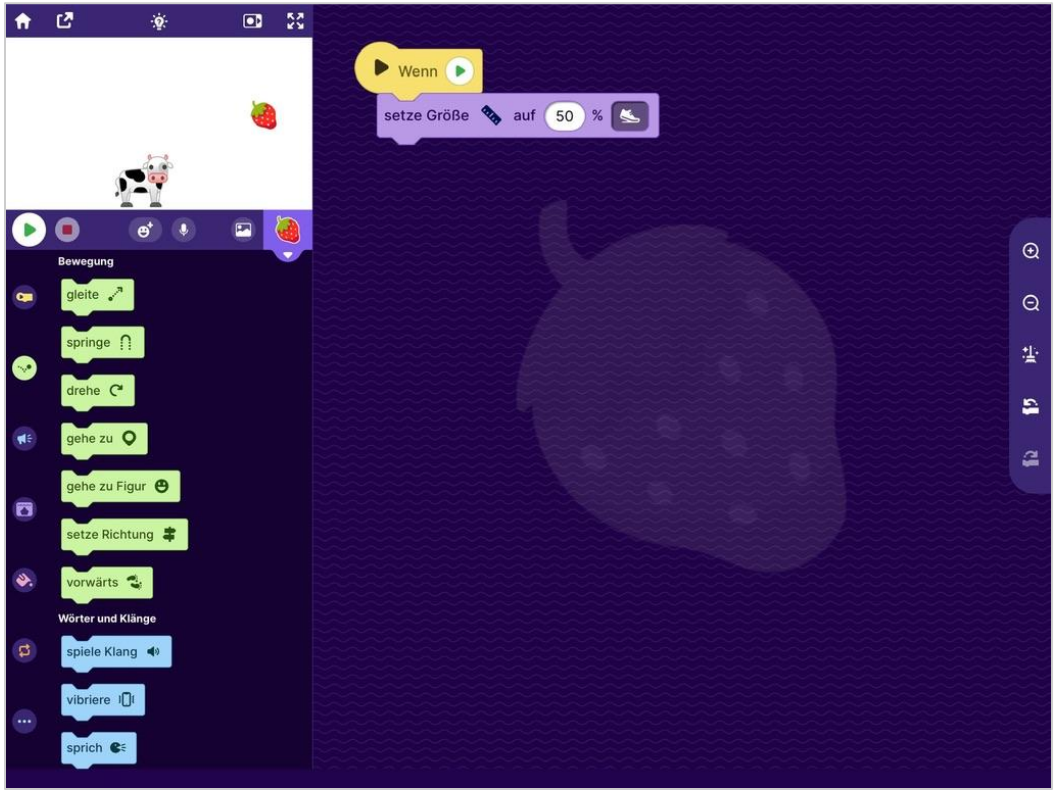
Figur aussuchen, z.B. die Erdbeere

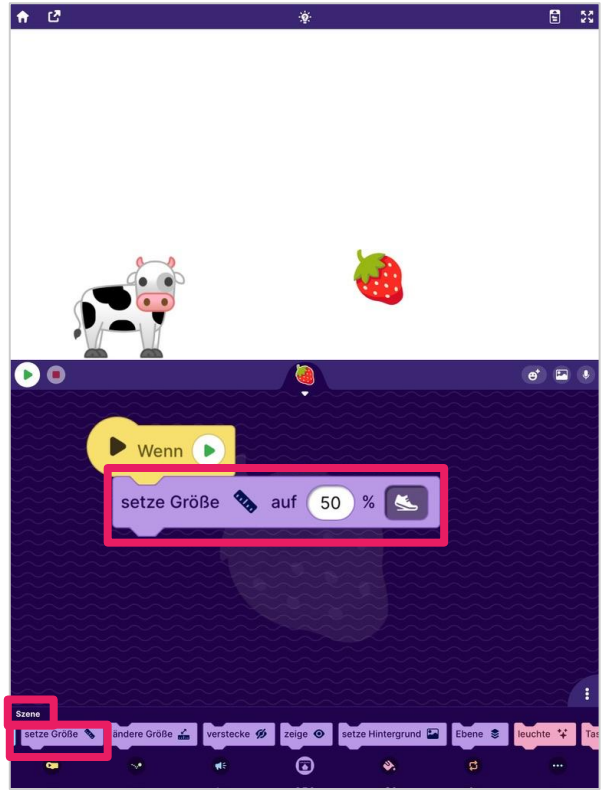


Die Erdbeere ist im Spiel

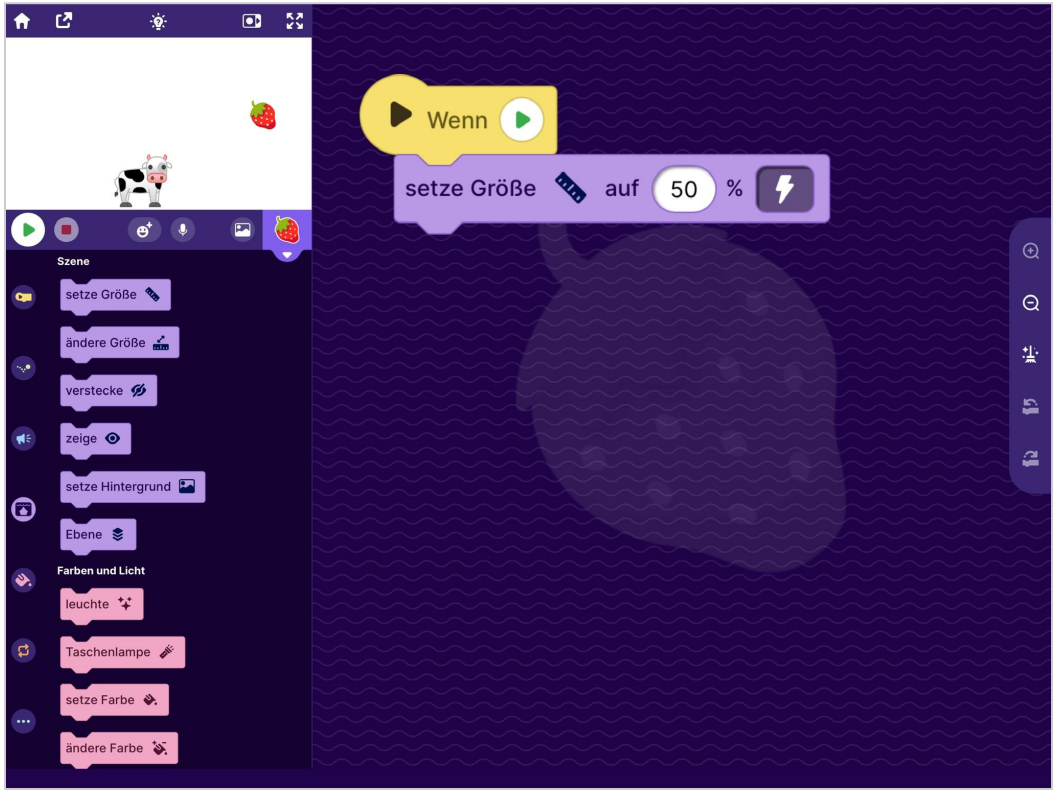


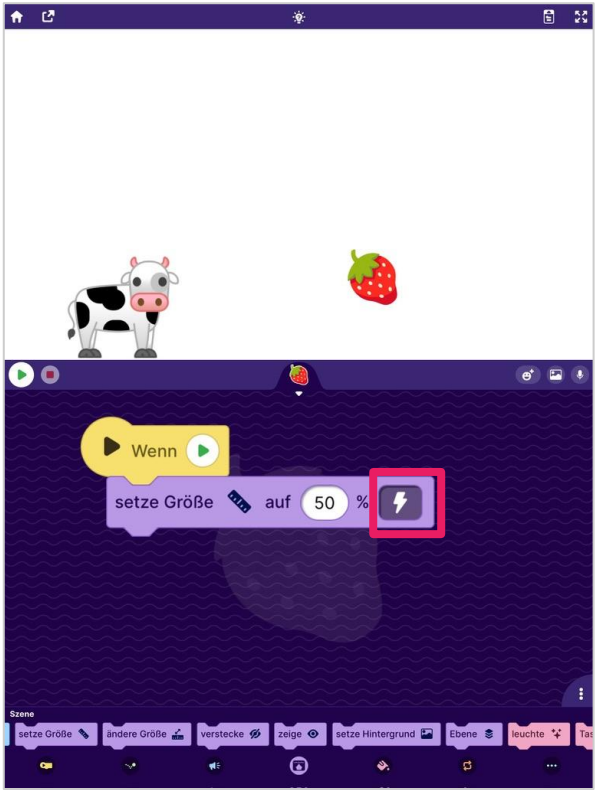
Erdbeere verkleinern

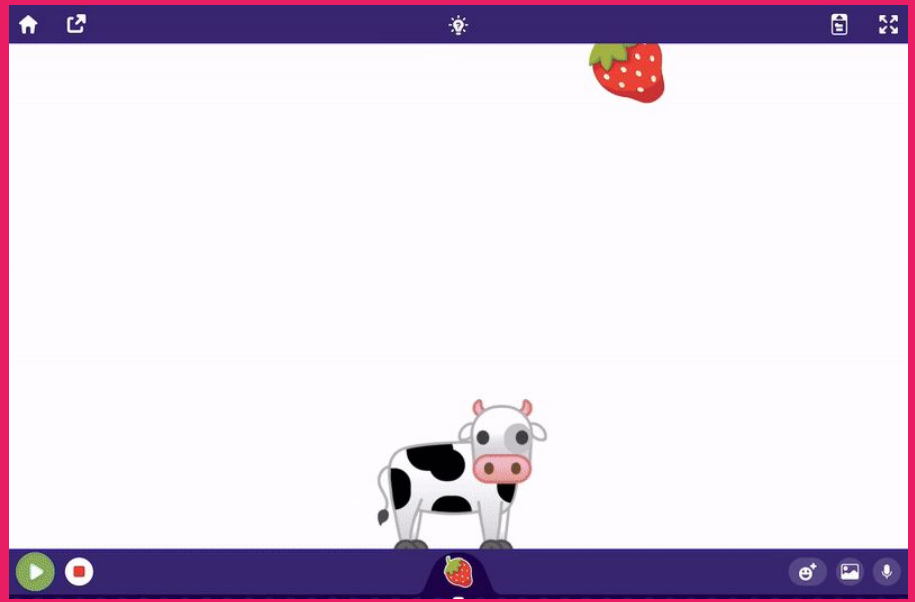




Erdbeere schnell verkleinern







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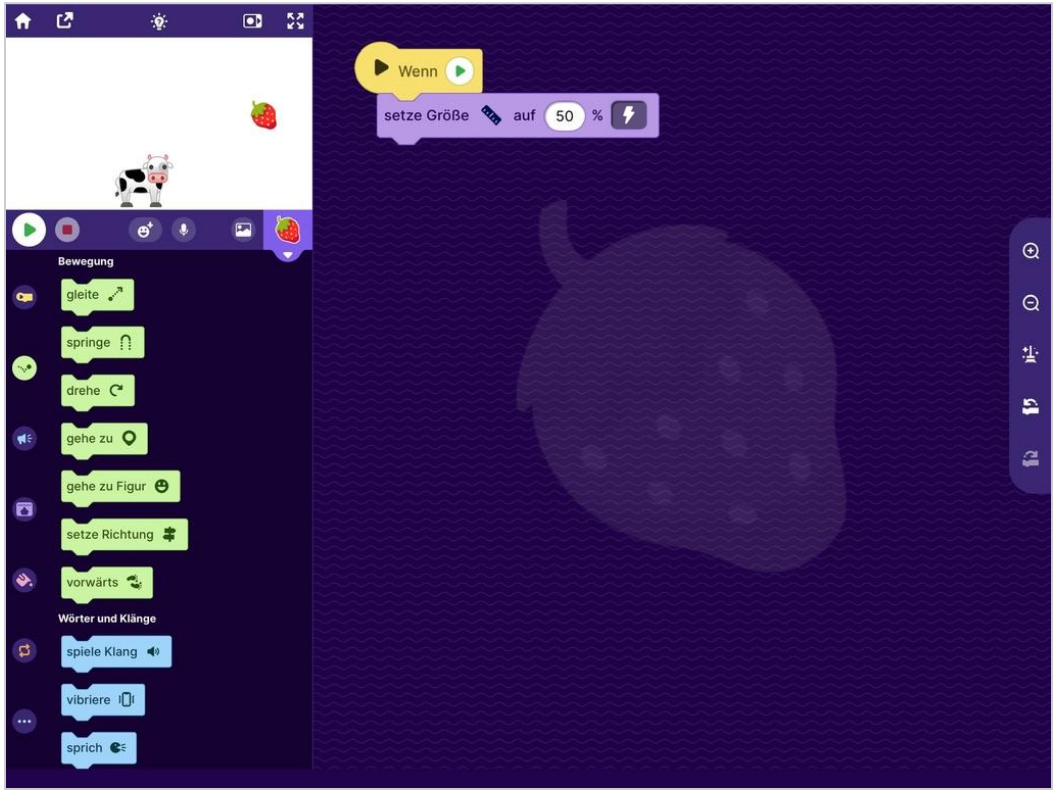
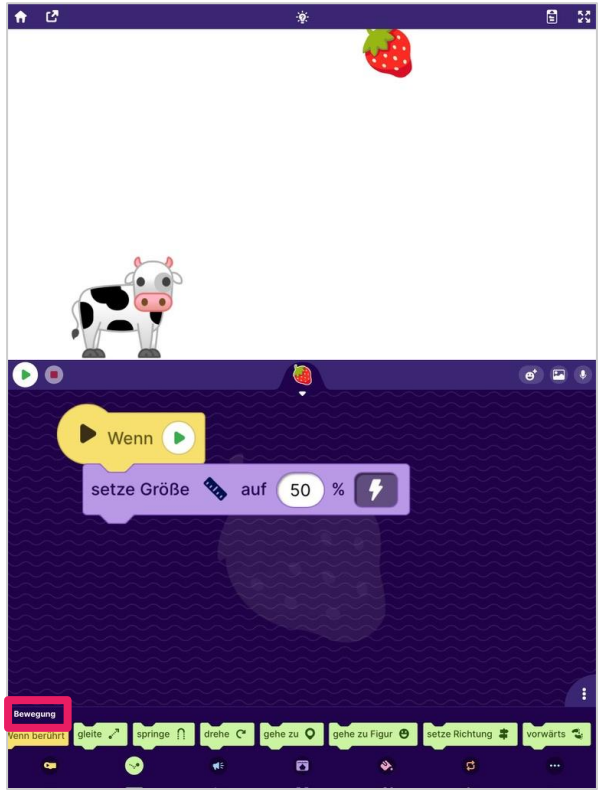
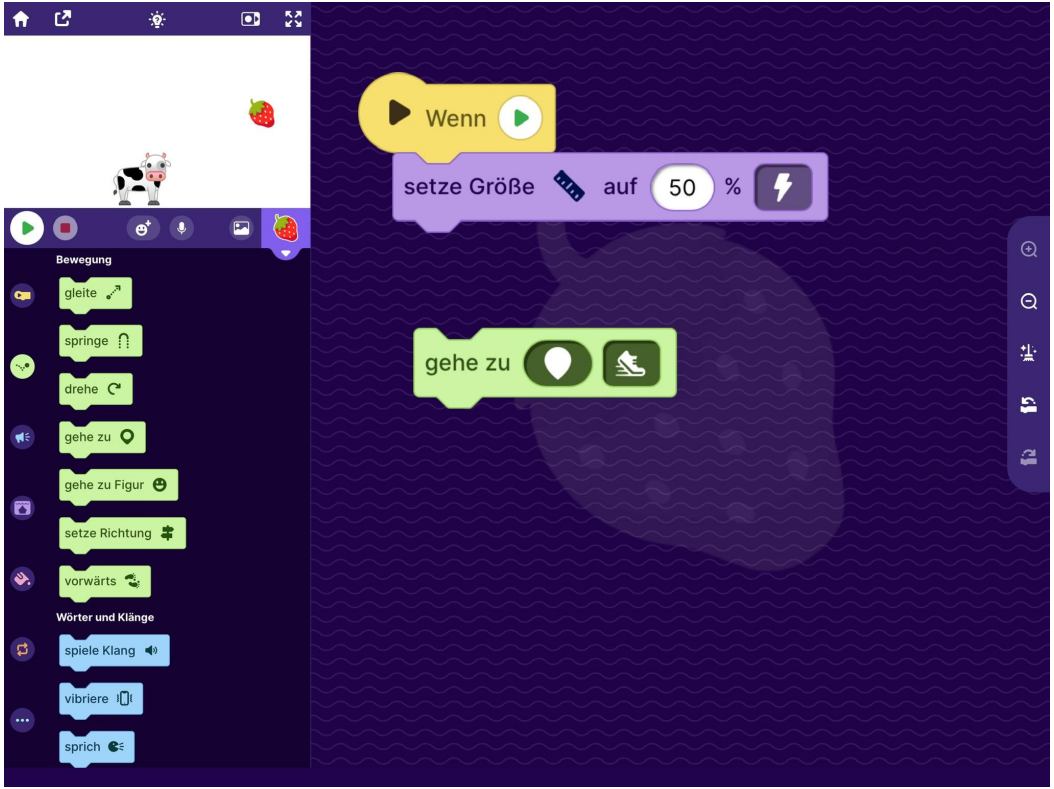
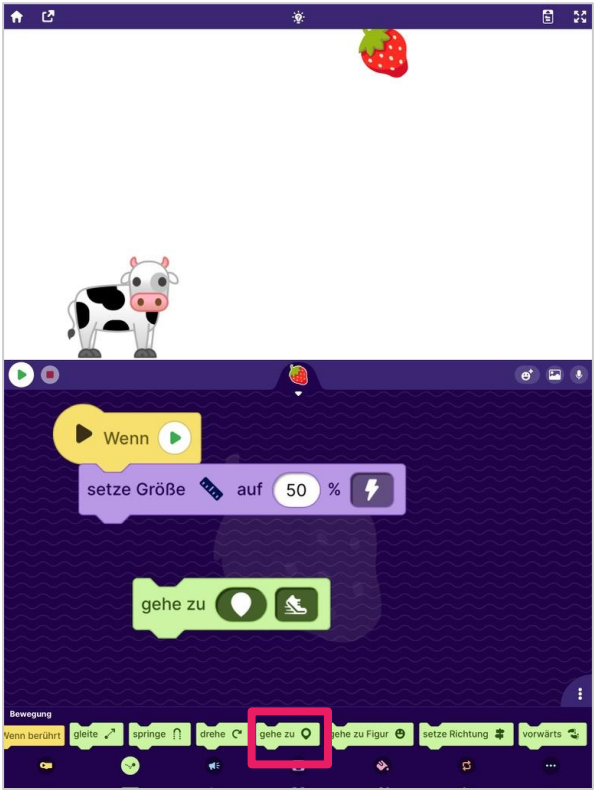
Kategorie “Bewegung”



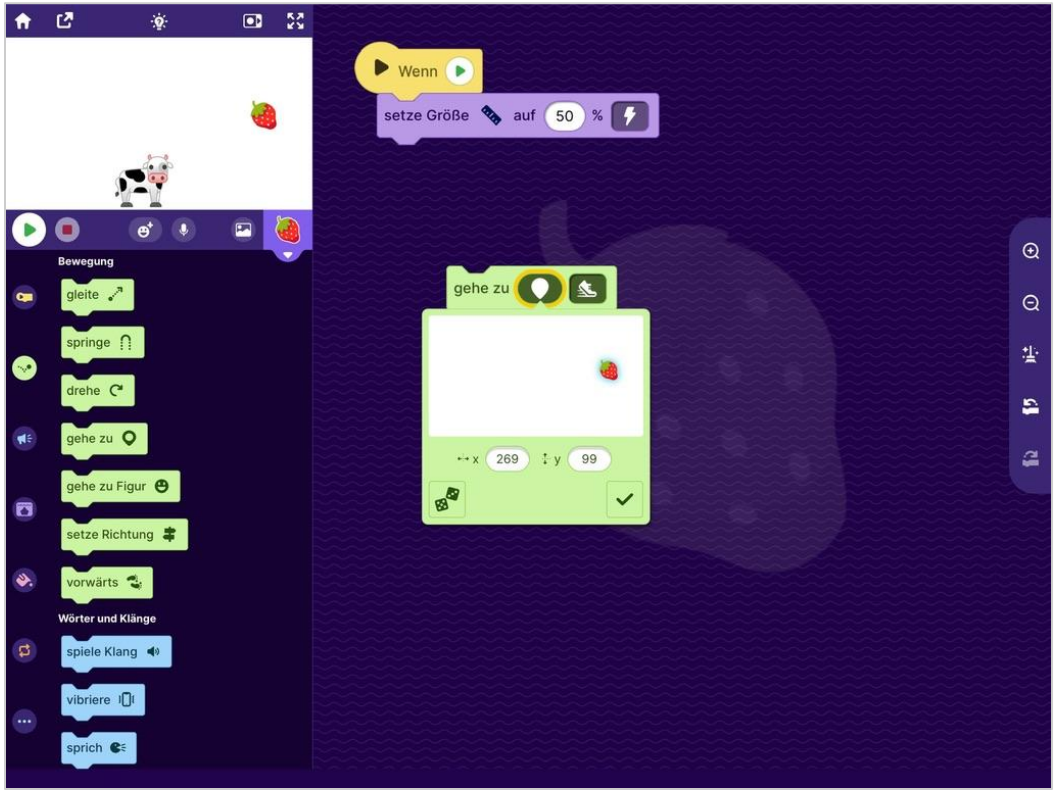


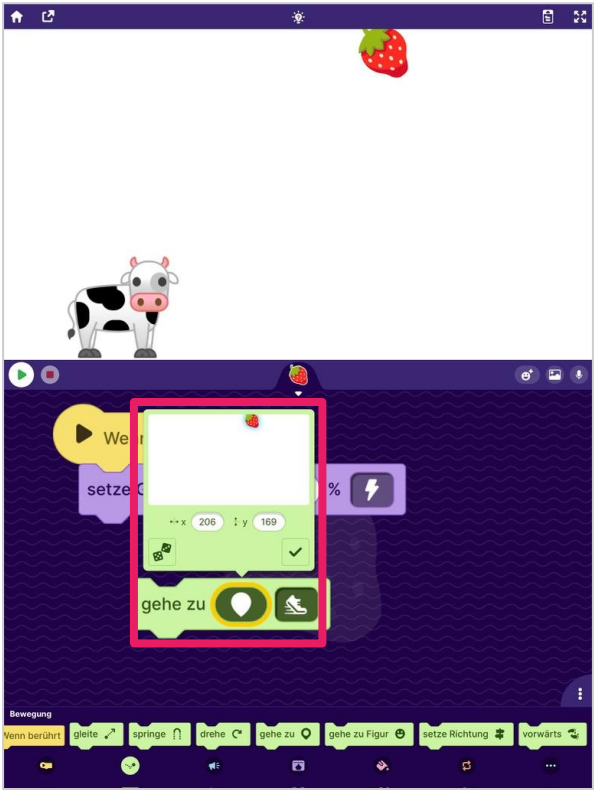
Block “Gehe zu”



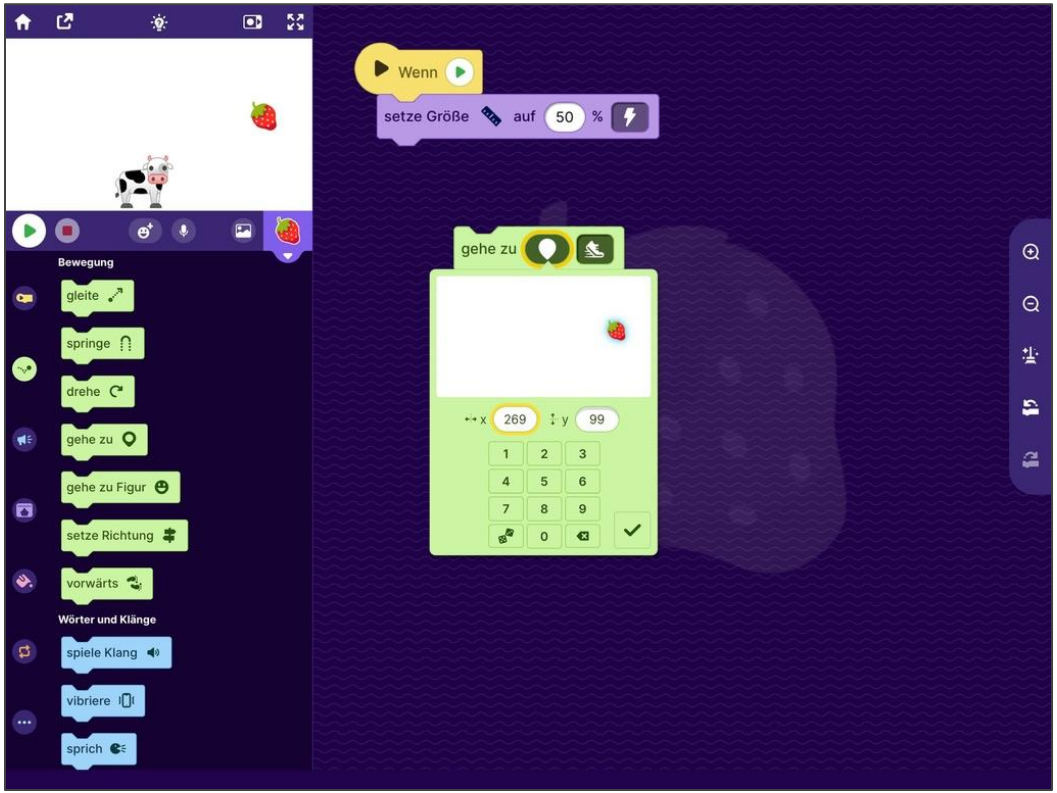


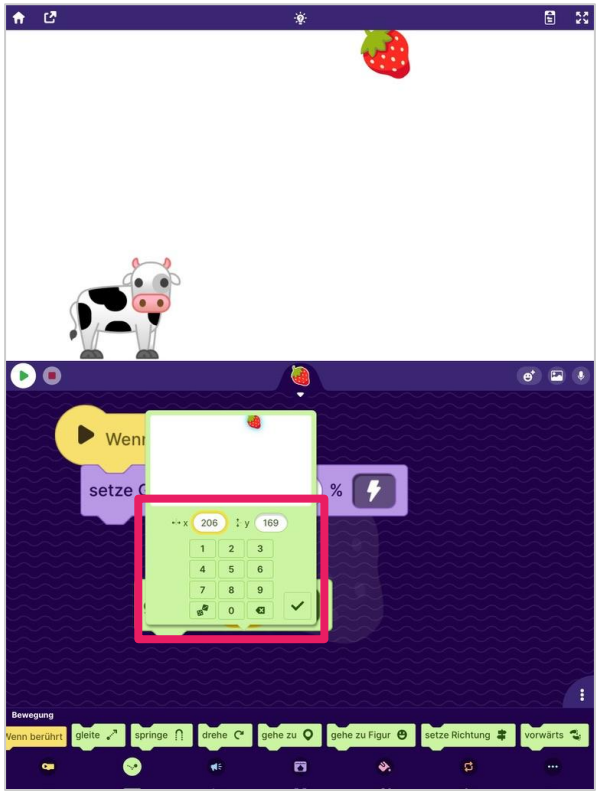
Parameter antippen



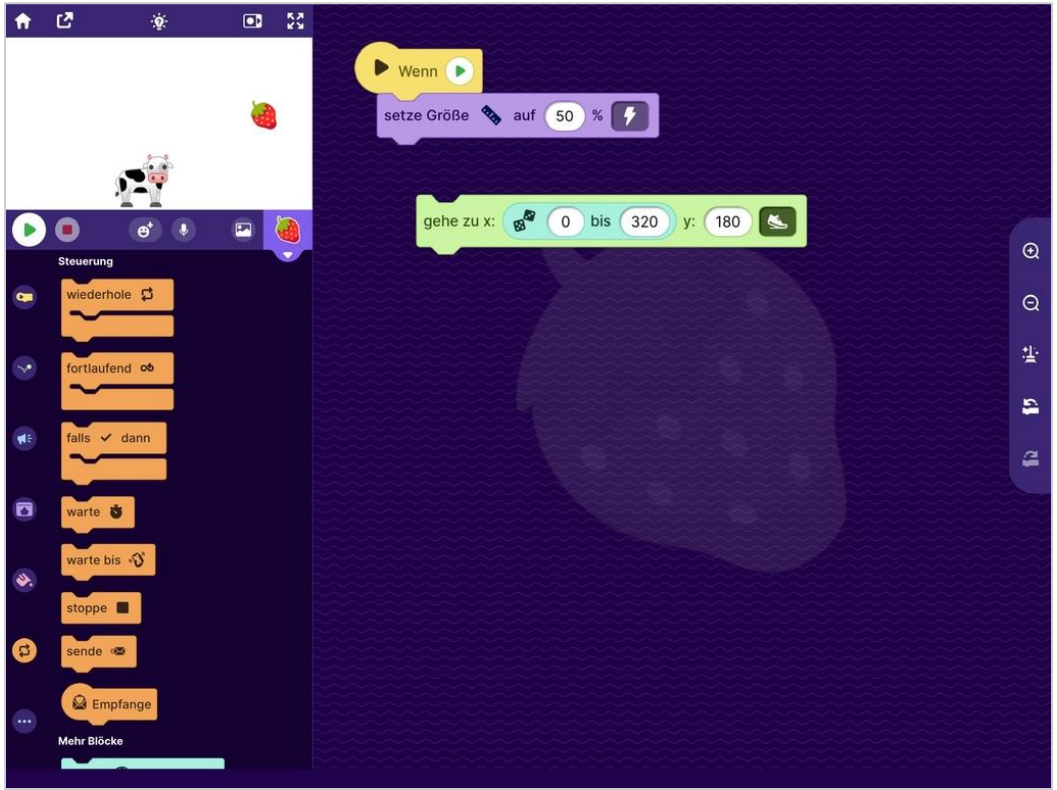


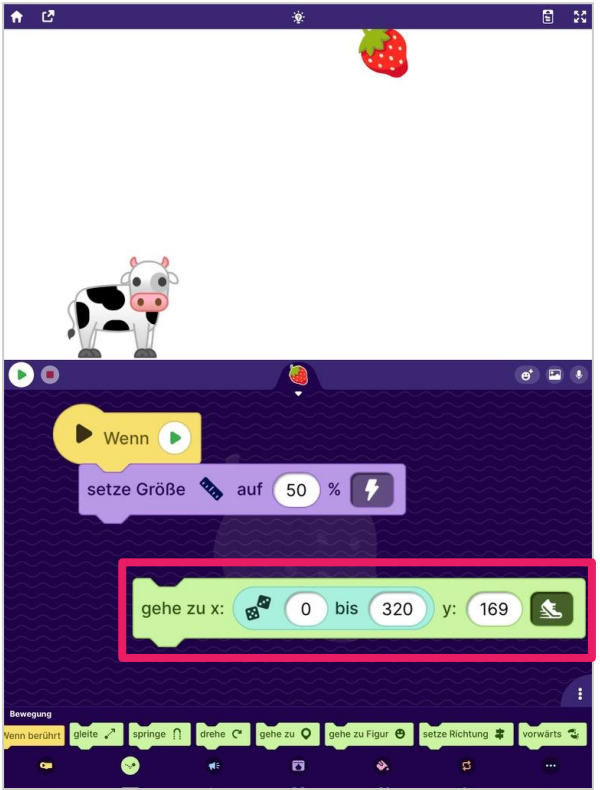
“x” antippen


Wenn
setze Größe auf 50 %
gehe zu
x 269 y 99
1 2 3
4 5 6
7 8 9
0
Bewegung
gleite
springe
drehe
gehe zu
gehe zu Figur
setze Richtung
vorwärts
Wörter und Klänge
spiele Klang
vibriere
sprich

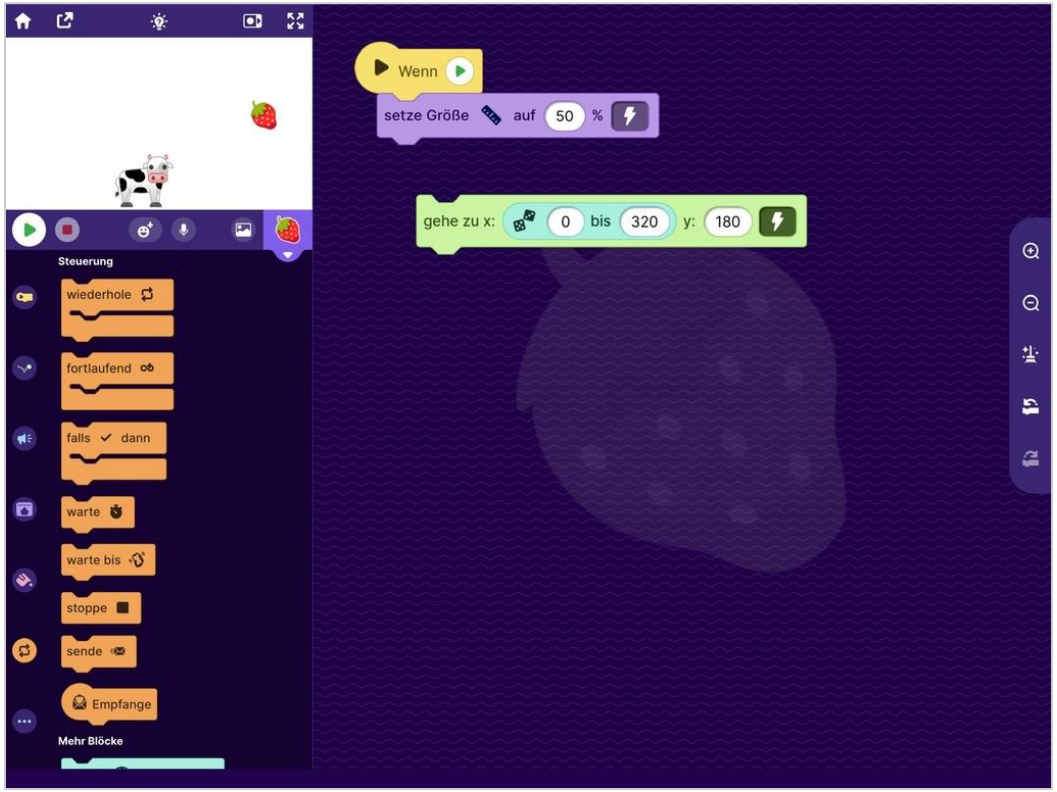

Wenn
setze
%
x 206 y 169
1 2 3
4 5 6
7 8 9
0
Bewegung
Wenn berührt
gleite
springe
drehe
gehe zu
gehe zu Figur
setze Richtung
vorwärts

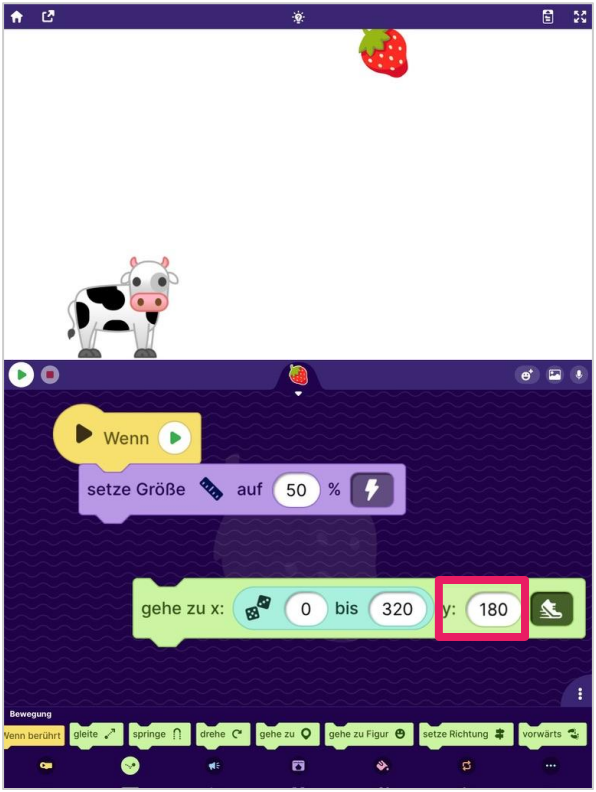
“Würfel” antippen - für zufälligen Wert



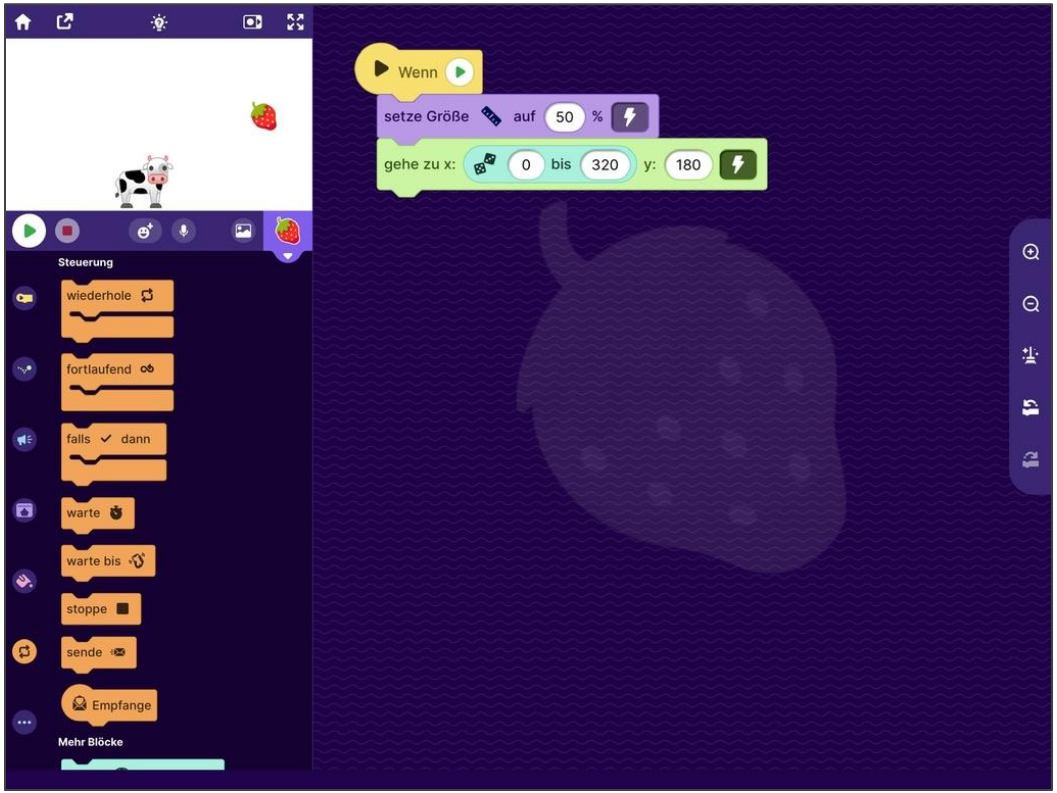


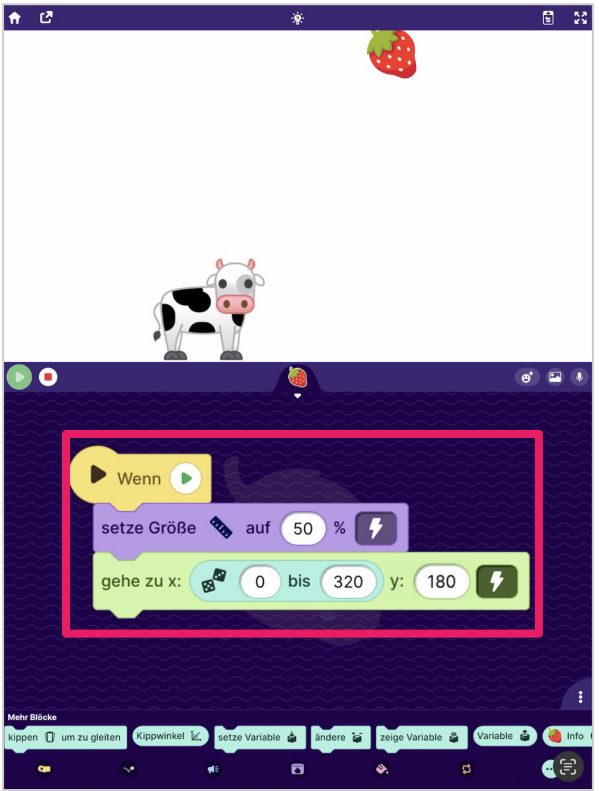
y-Wert auf 180 (ganz oben)



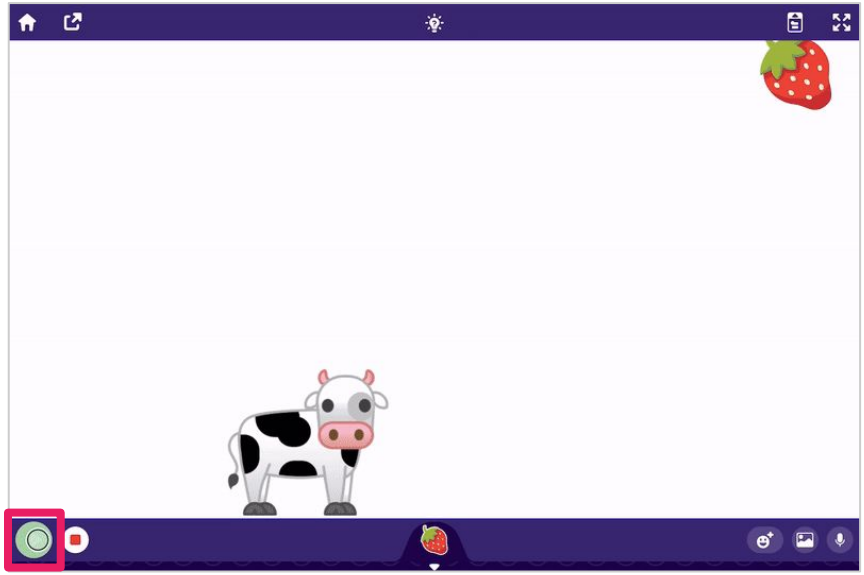


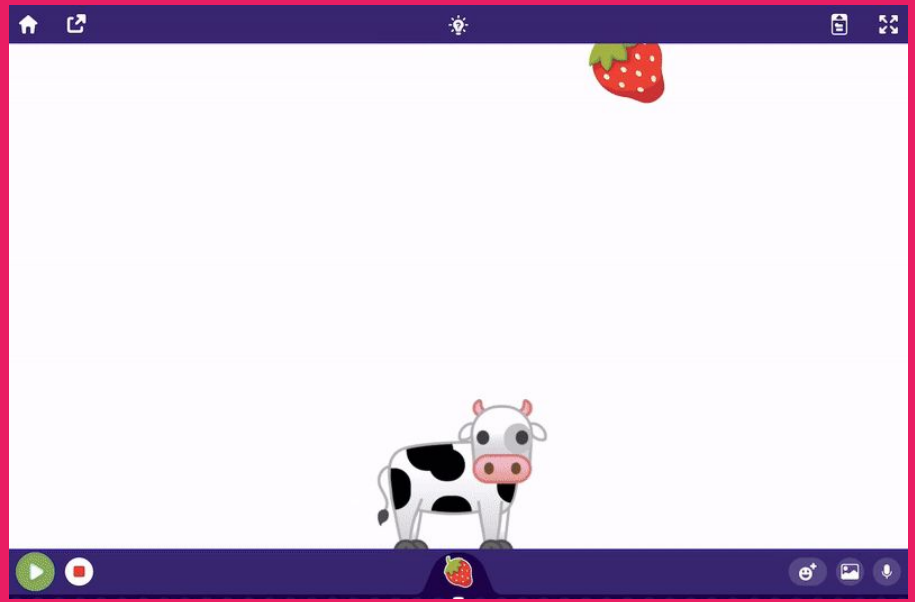
Block “Gehe zu” anfügen, schnell





Teste:
Die Erdbeere ist oben an zufälliger Position





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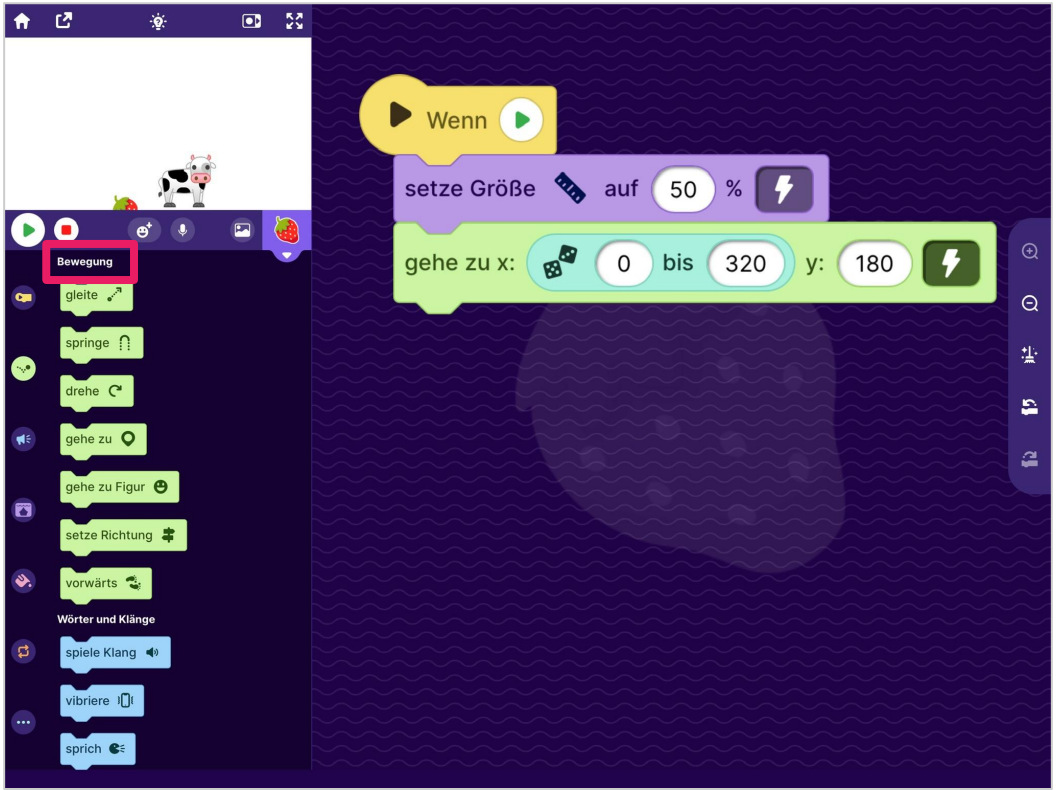
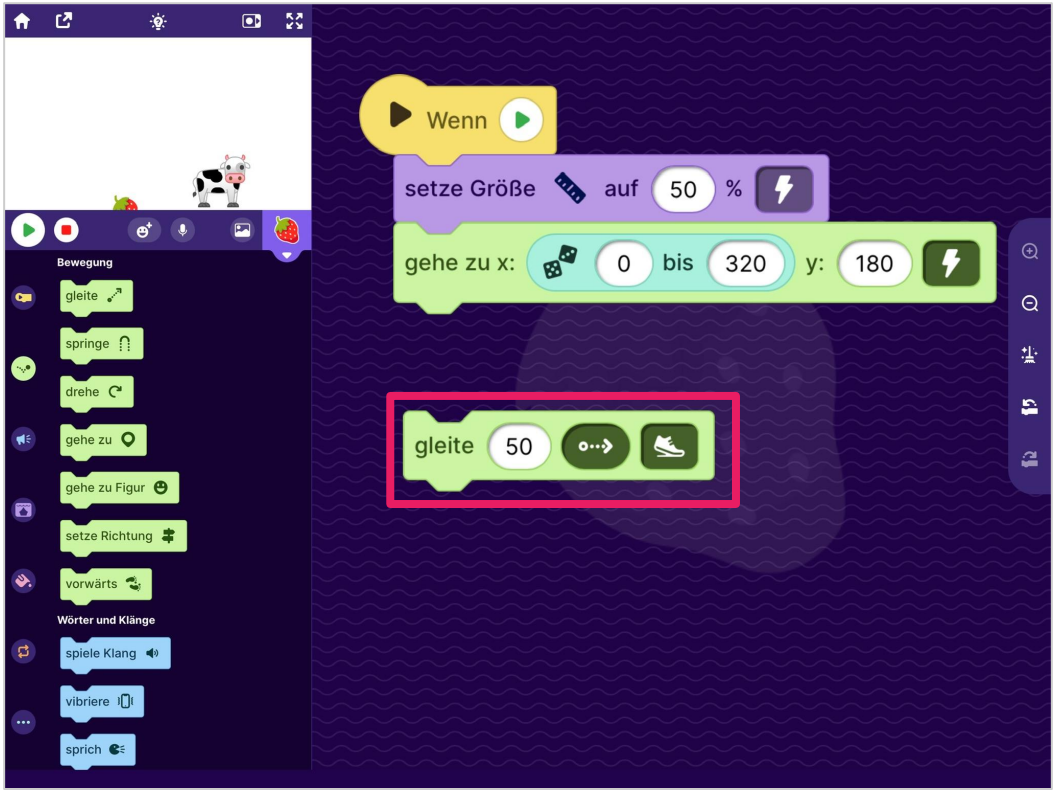
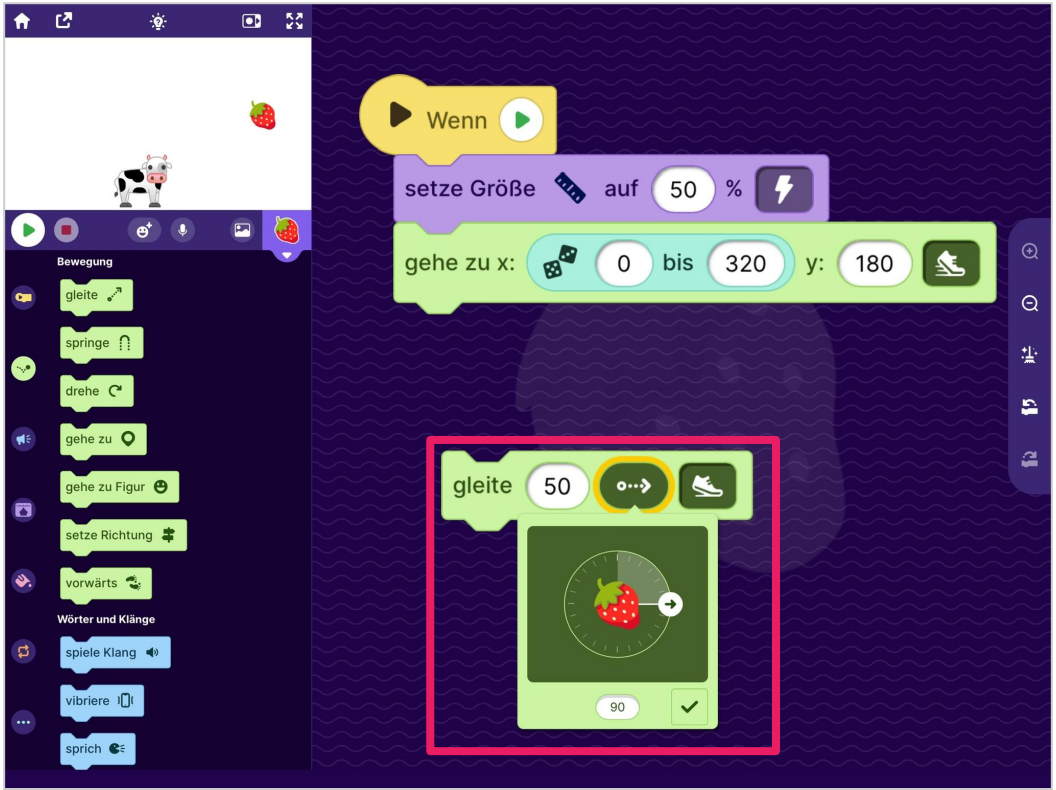
Kategorie “Bewegung”



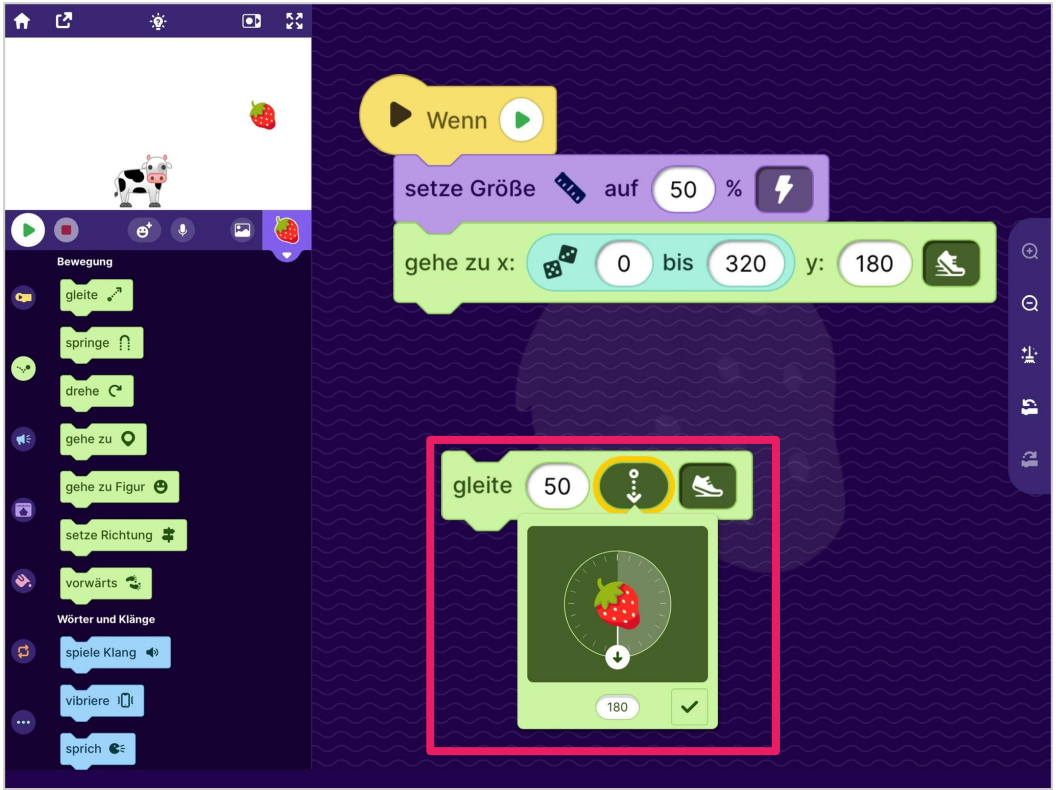
Block “Gleite”



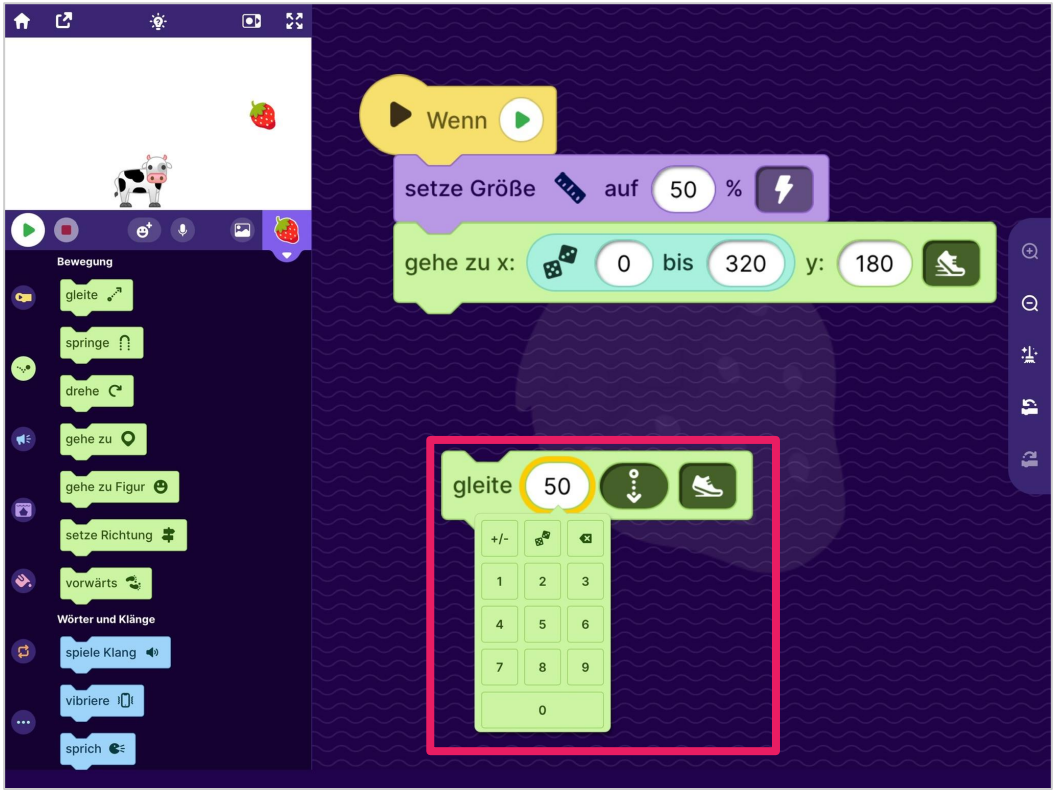
Parameter “Richtung” antippen



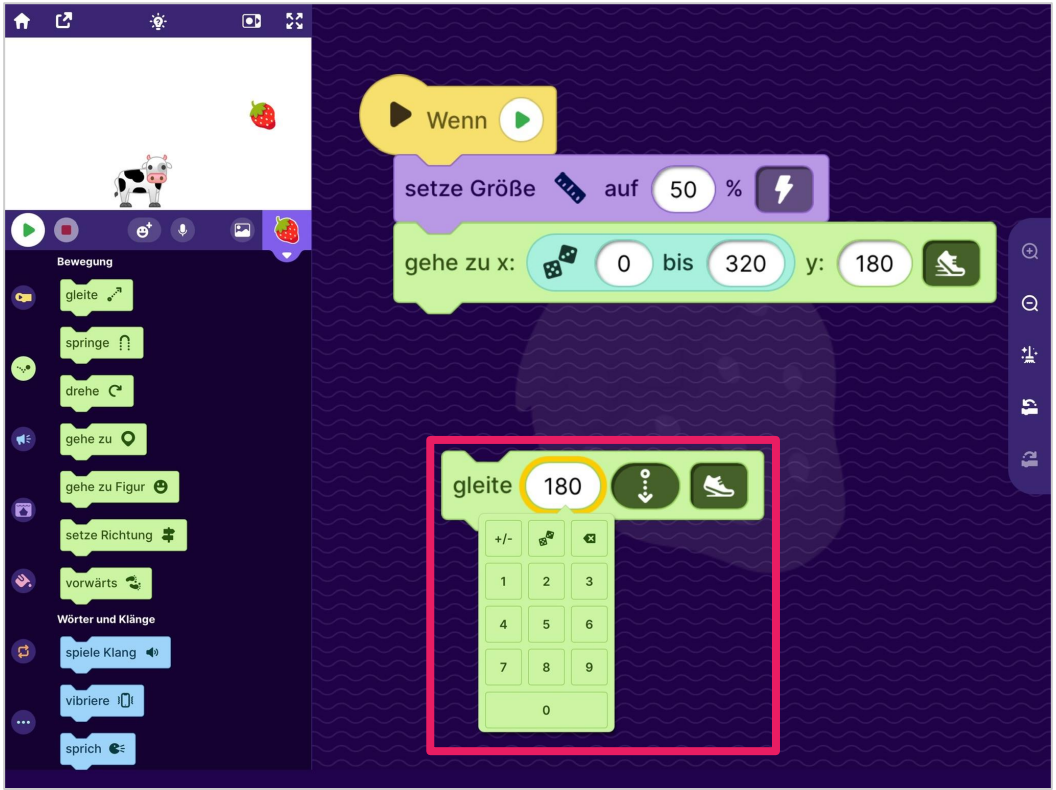
Richtung nach unten



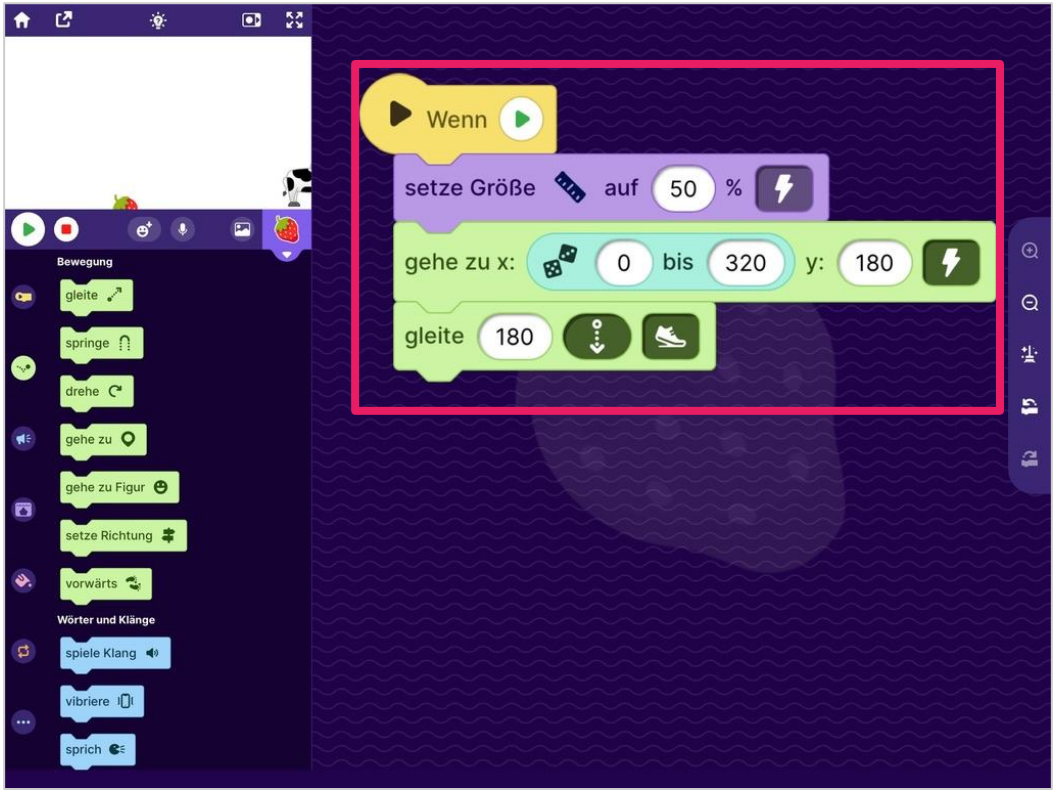
Parameter “Strecke” wählen



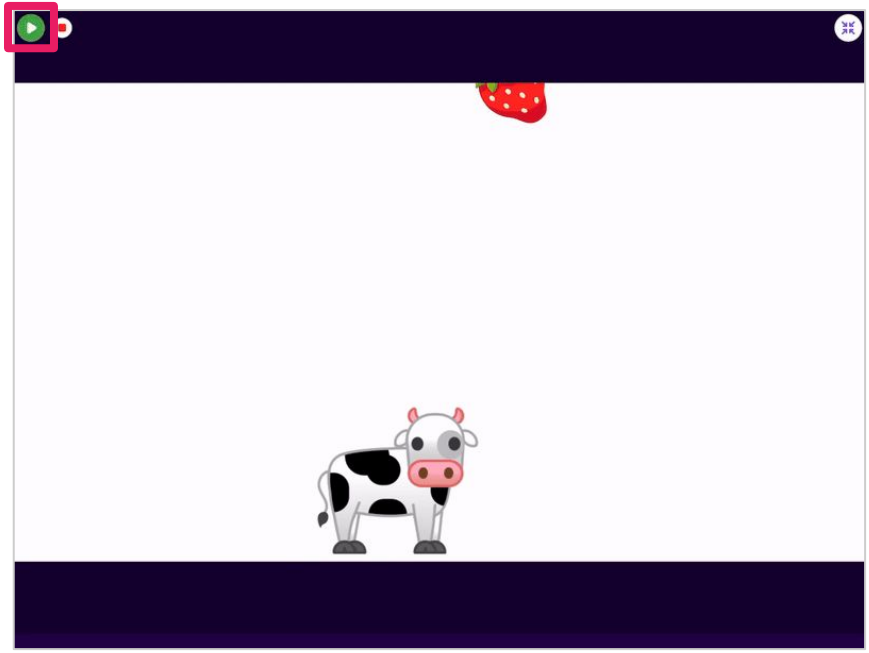
Strecke auf 180 setzen



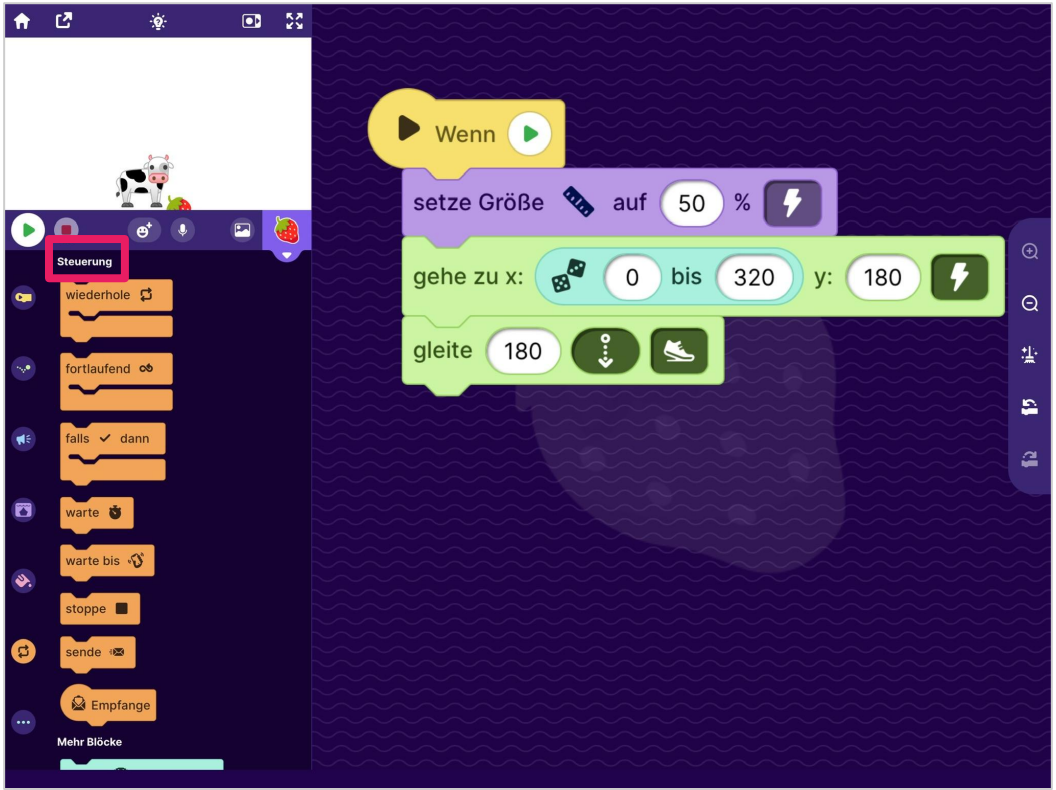
Baustein anfügen



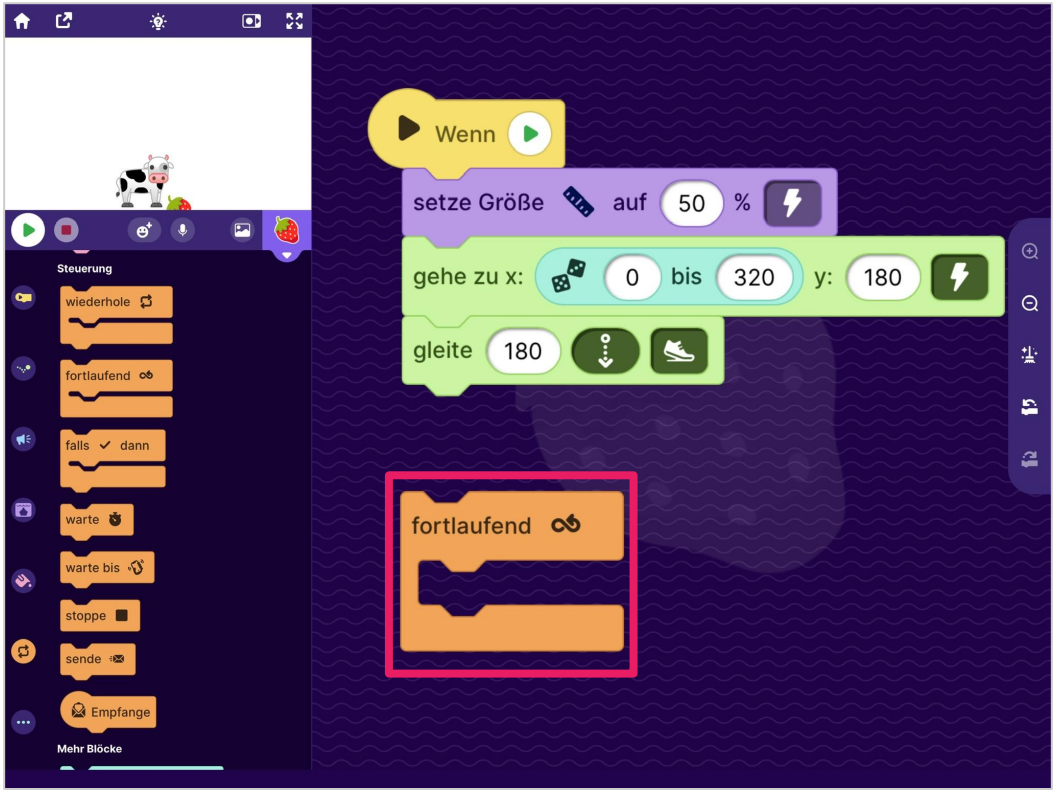
Teste:
Die Erdbeere fällt **einmal** von zufälliger Position



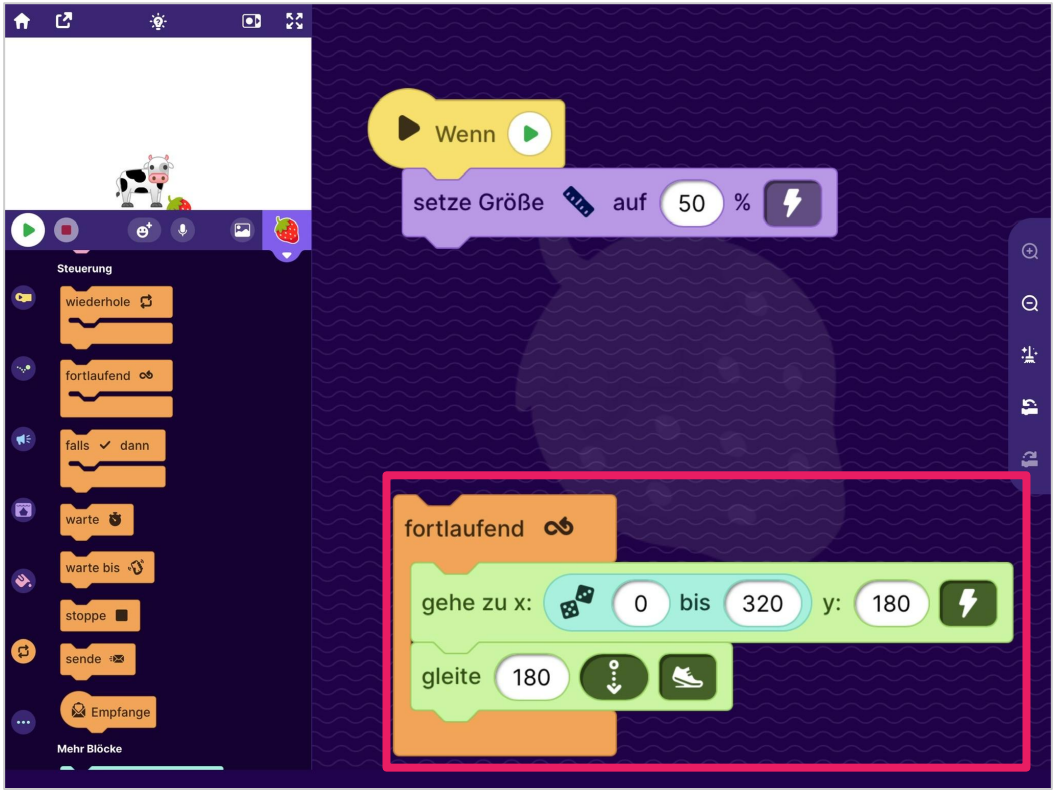
Kategorie “Steuerung”



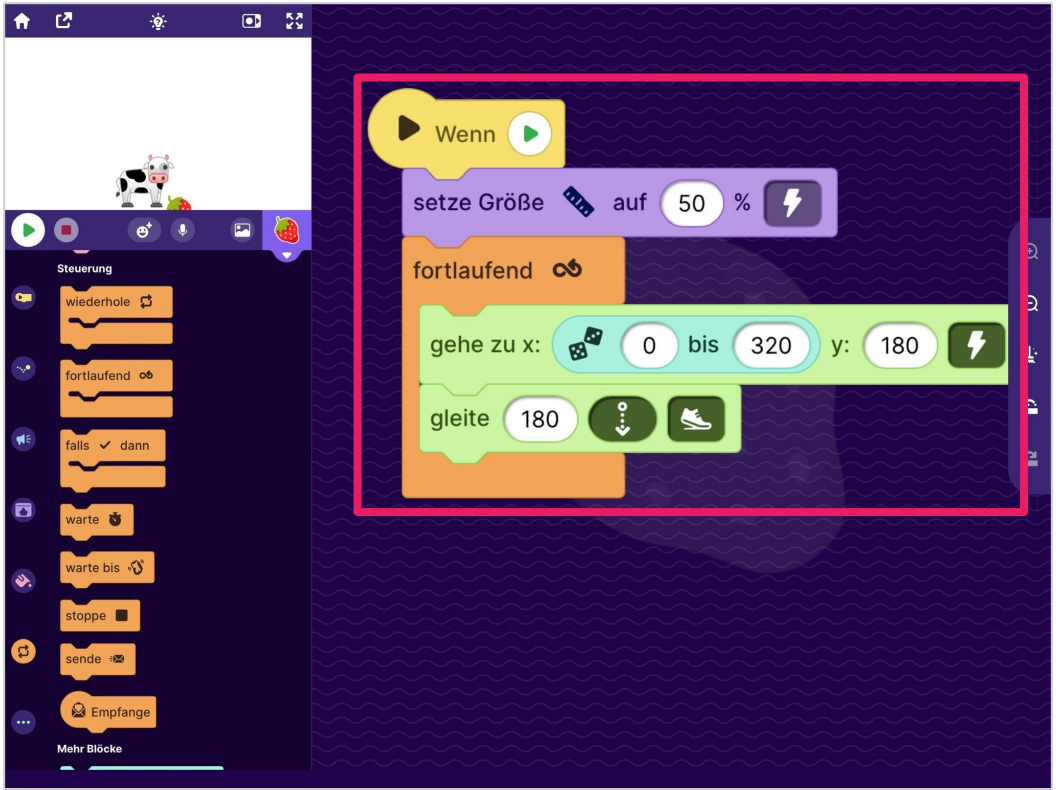
Block “Fortlaufend”



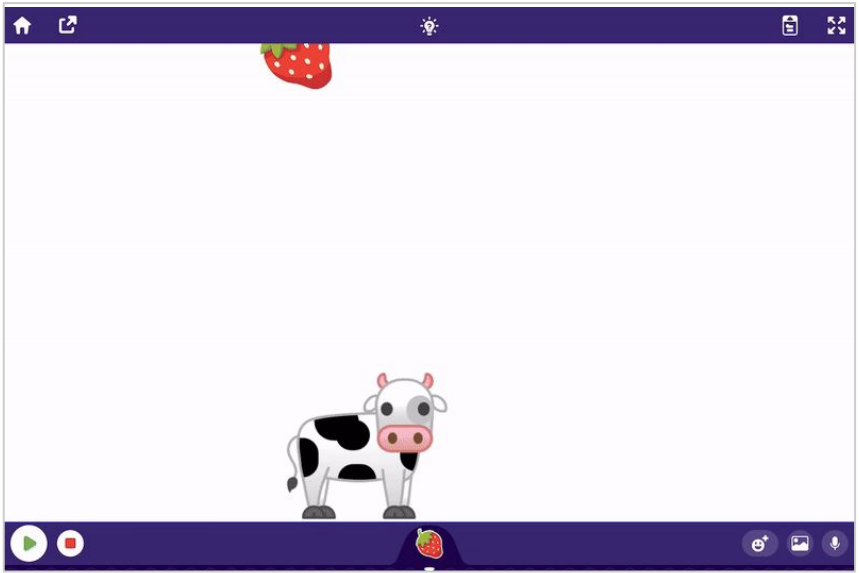
“Gehe zu” und “Gleite” in “Fortlaufend”

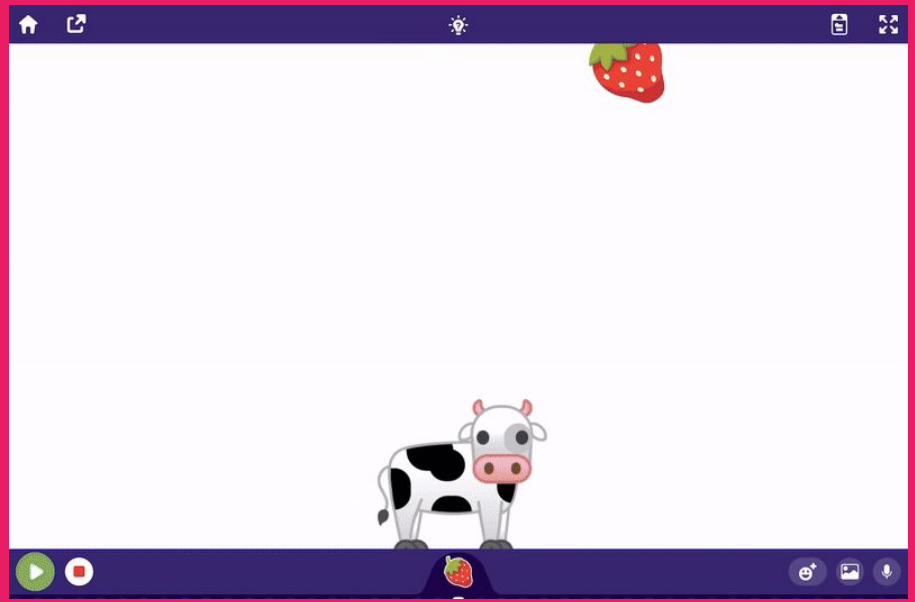


Blöcke aneinander bauen



Teste:
Die Erdbeere fällt **immer wieder** von zufälliger Position

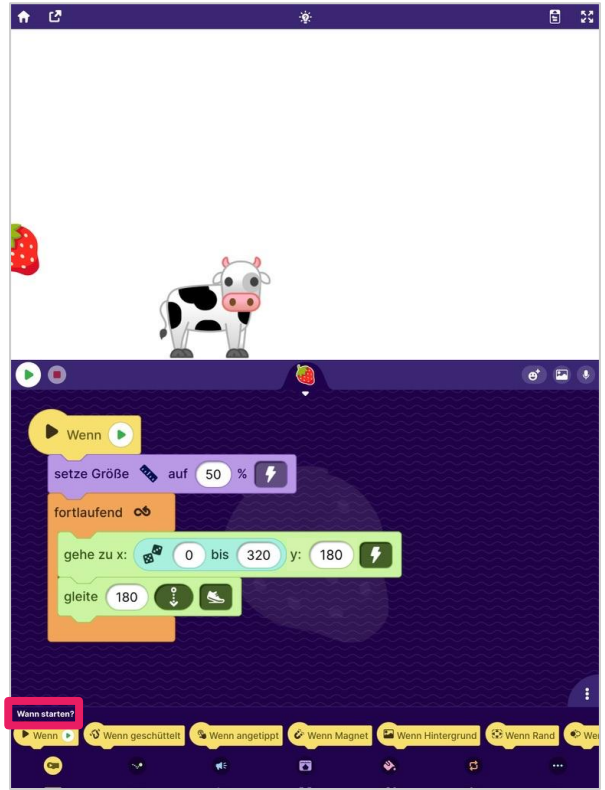




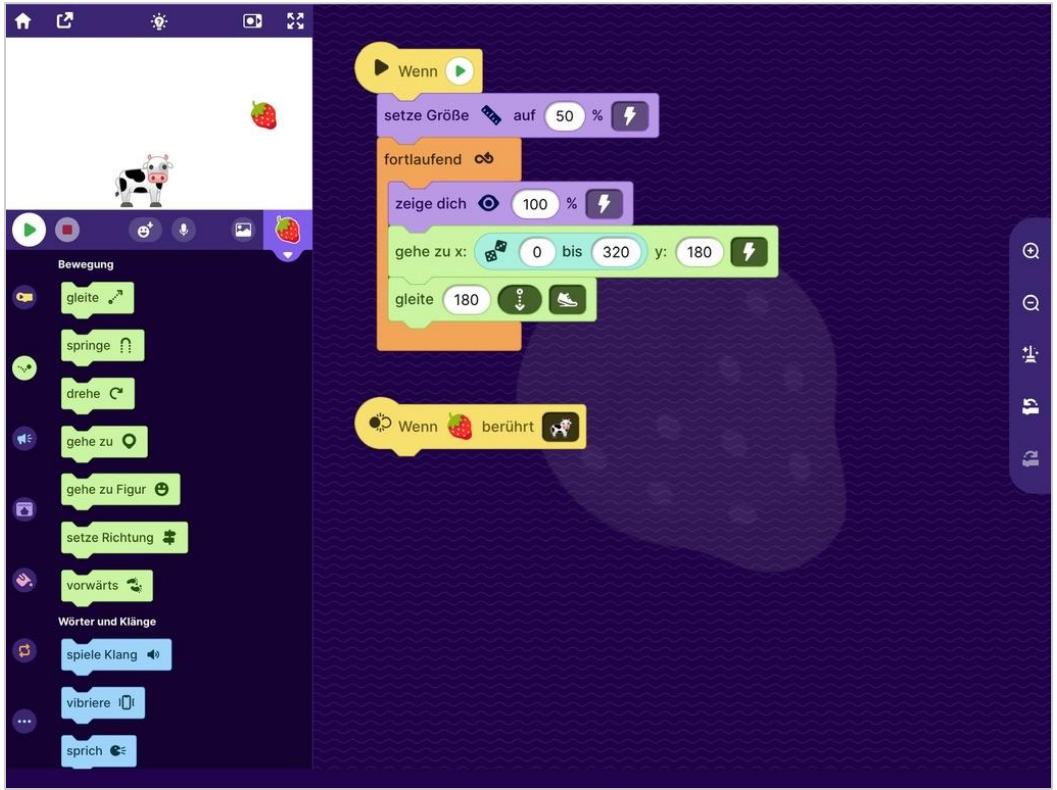
Der Plan

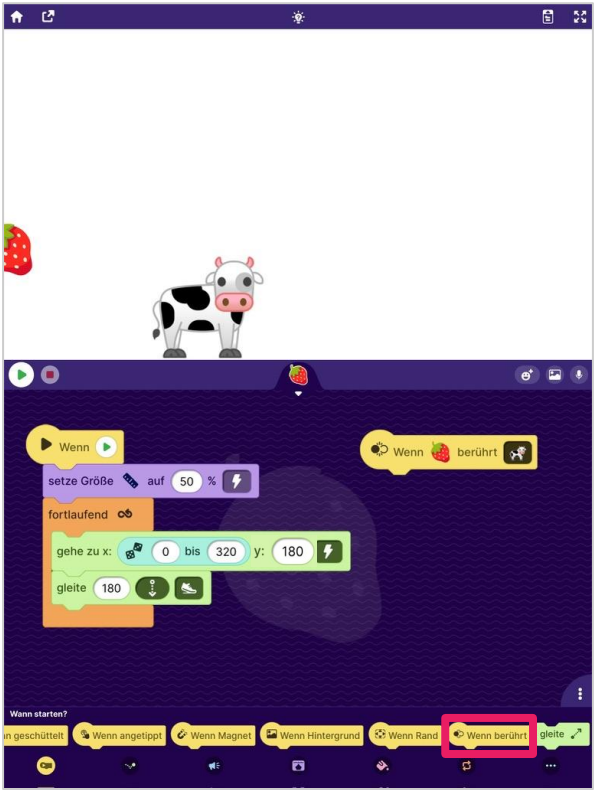
1. Fänger wählen
2. Fänger programmieren
3. Gegenstand wählen
4. Gegenstand programmieren
5. **“Gefangen” erkennen und reagieren**
6. “Daneben” erkennen und reagieren

Kategorie “Wann starten?”

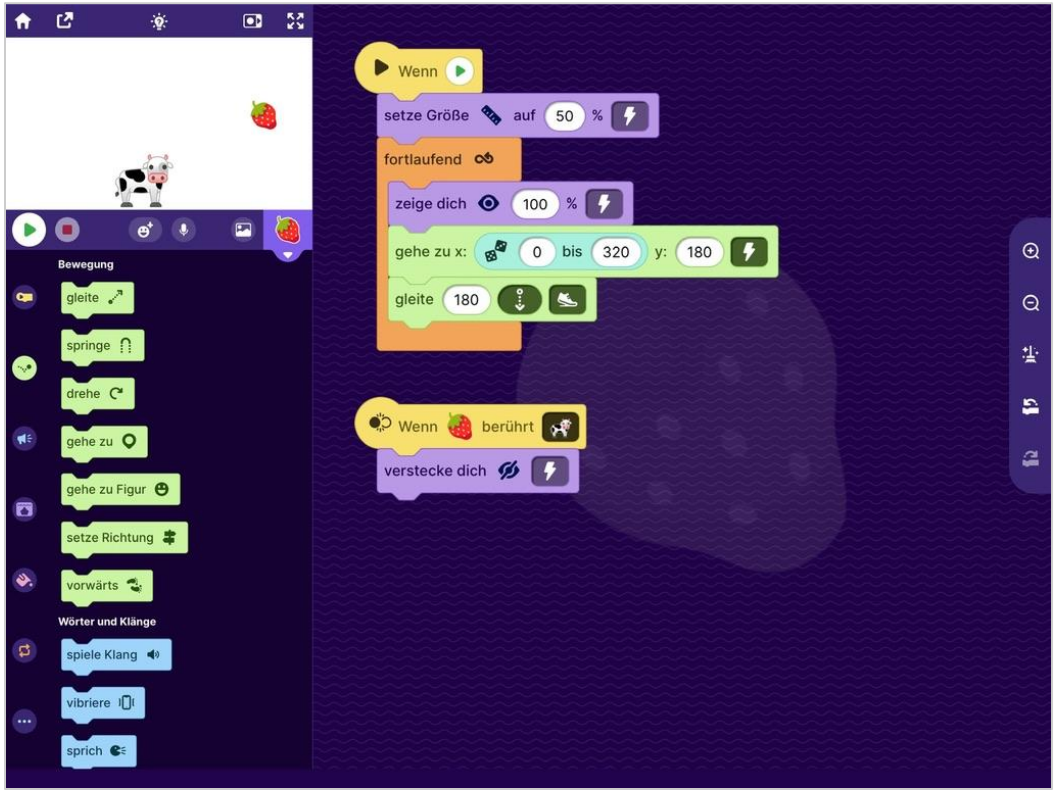


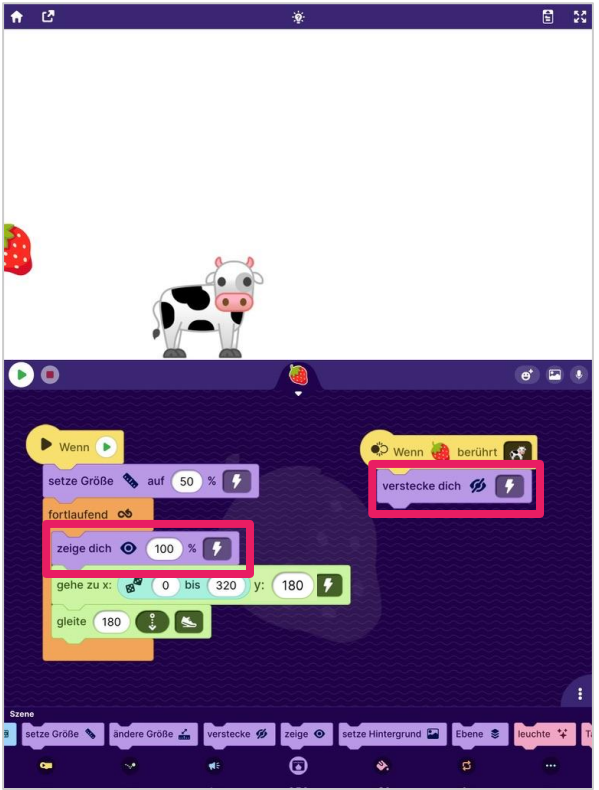
Block “Wenn berührt”



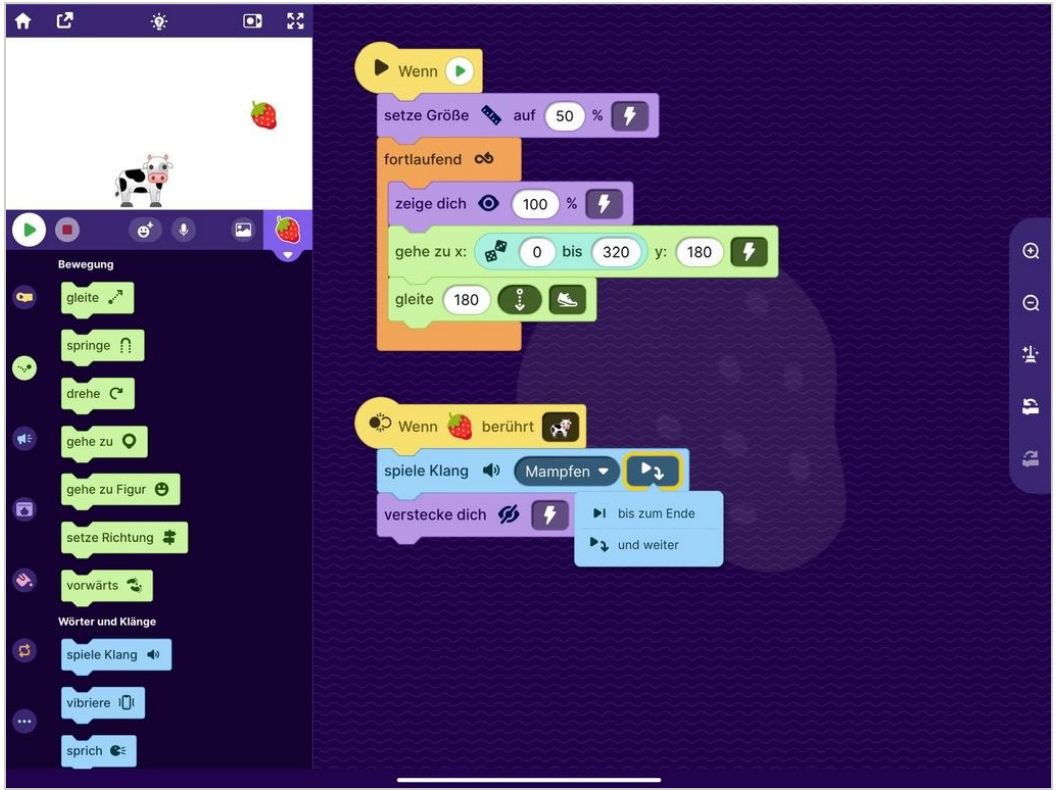


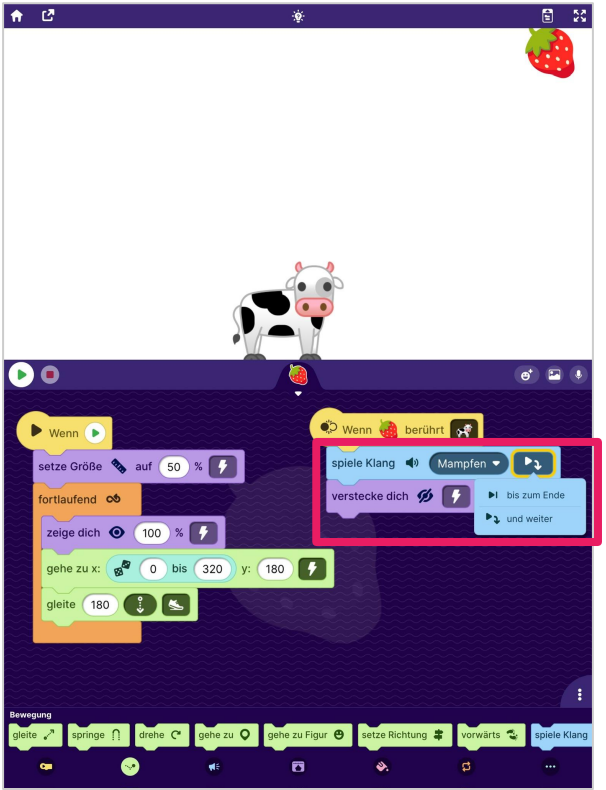
Block “verstecke dich” - und “zeige Dich”, schnell





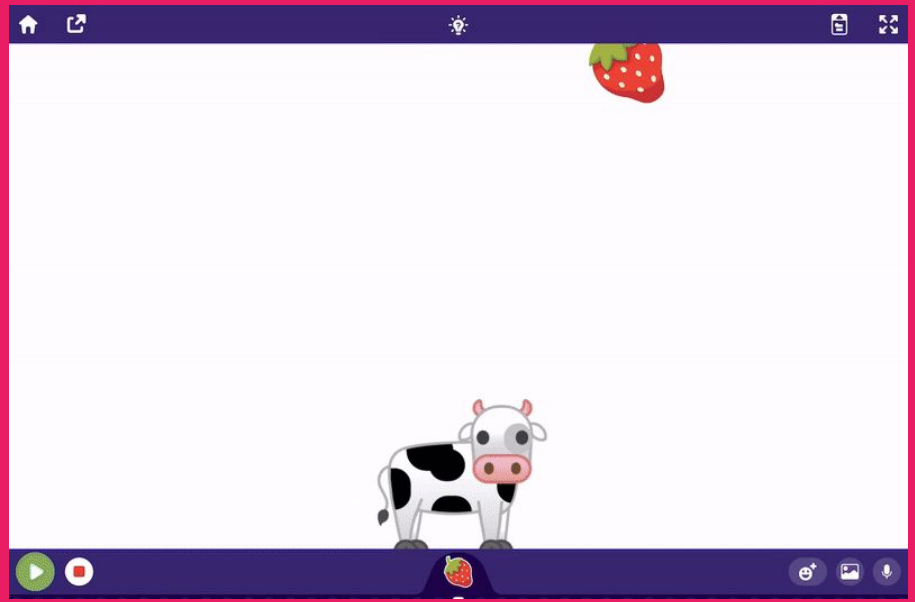
Block “Spiele Klang” - und weiter





Teste: “Gefangen” erkennen und reagieren

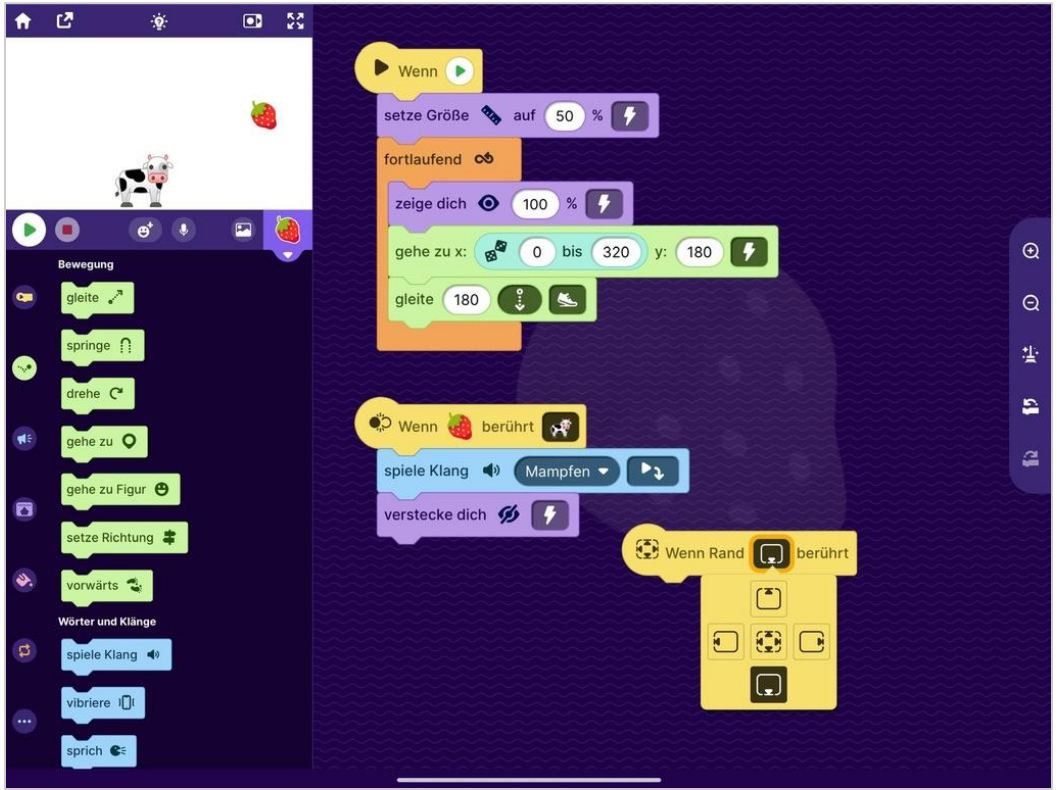
✅

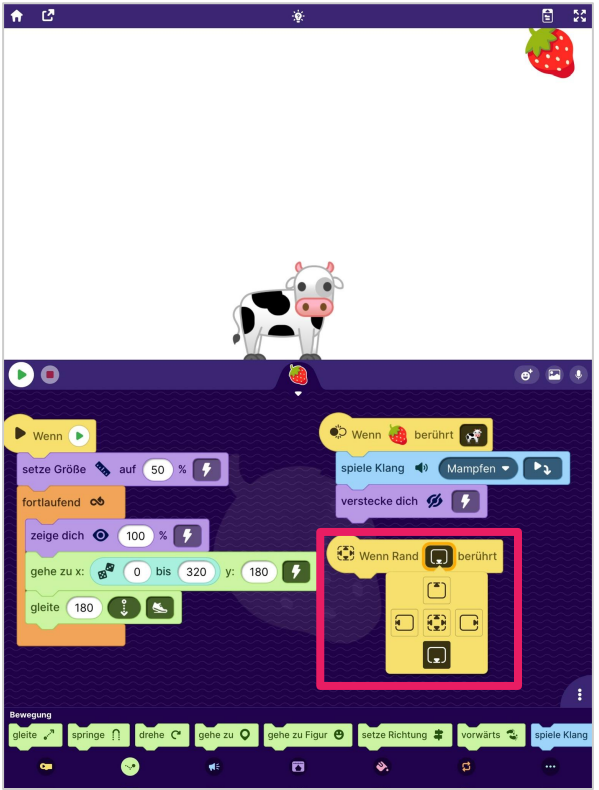


Der Plan

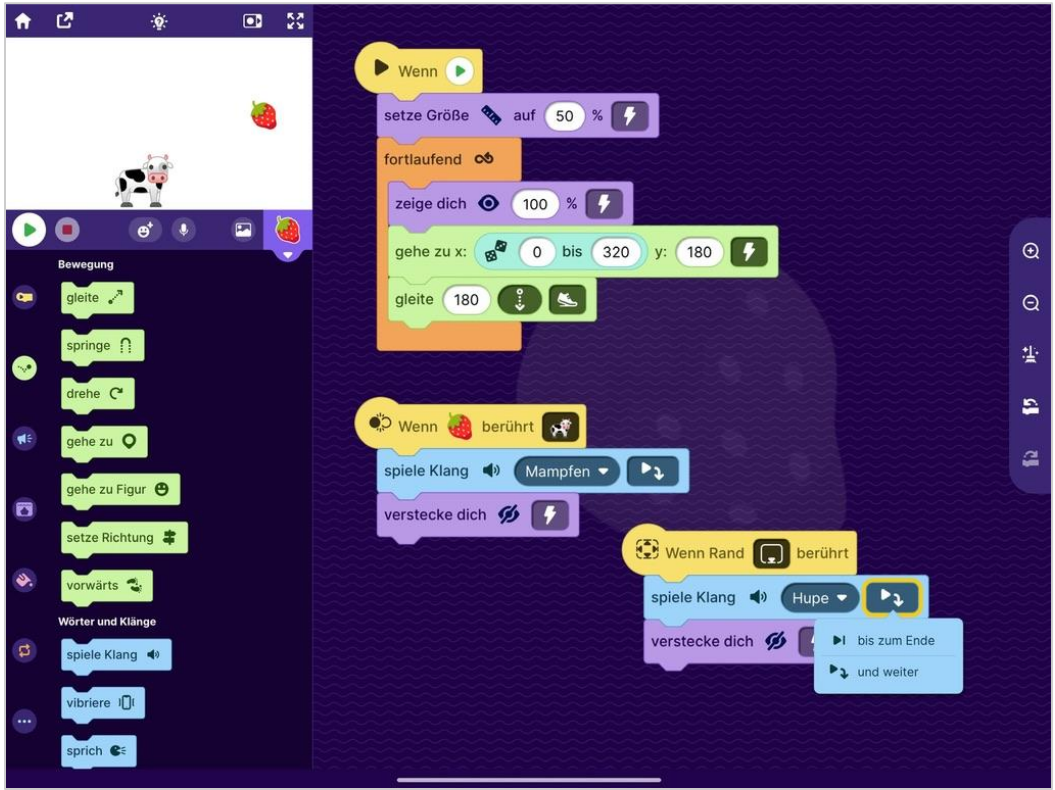
1. Fänger wählen
2. Fänger programmieren
3. Gegenstand wählen
4. Gegenstand programmieren
5. “Gefangen” erkennen und reagieren
6. **“Daneben” erkennen und reagieren**

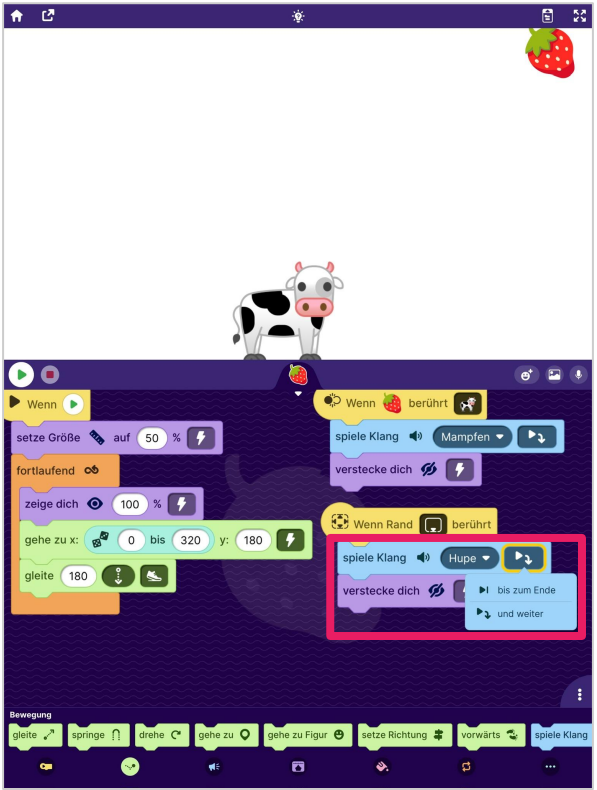
Block “Wenn Rand berührt” - unten



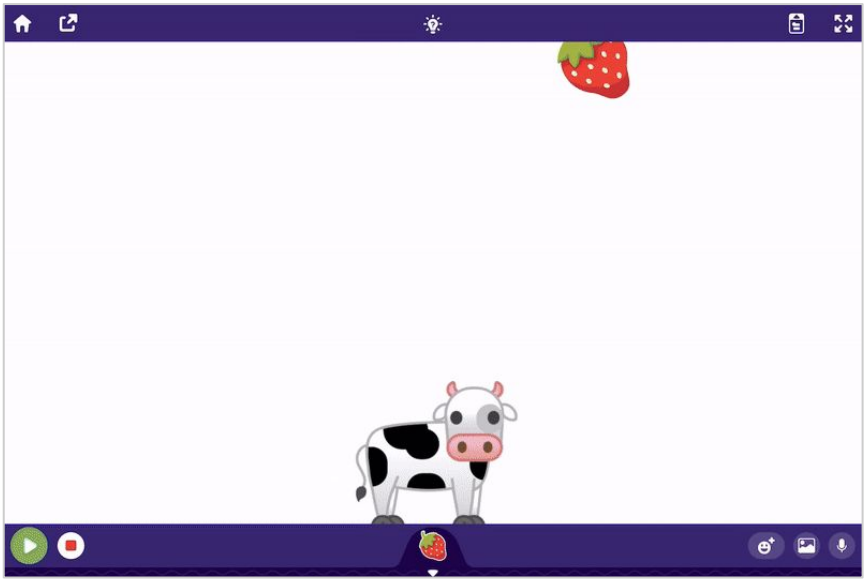


Block “Spiele Klang” - und weiter, “Verstecke Dich”





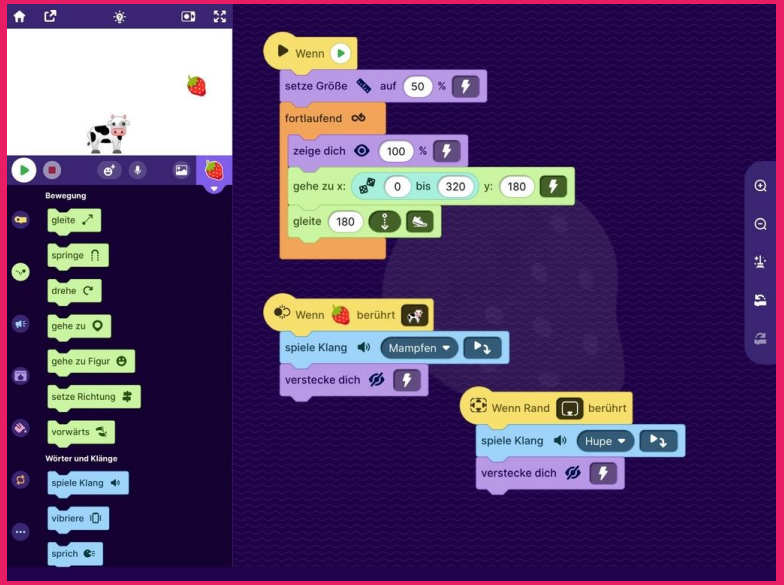
Teste: “Daneben” erkennen und reagieren

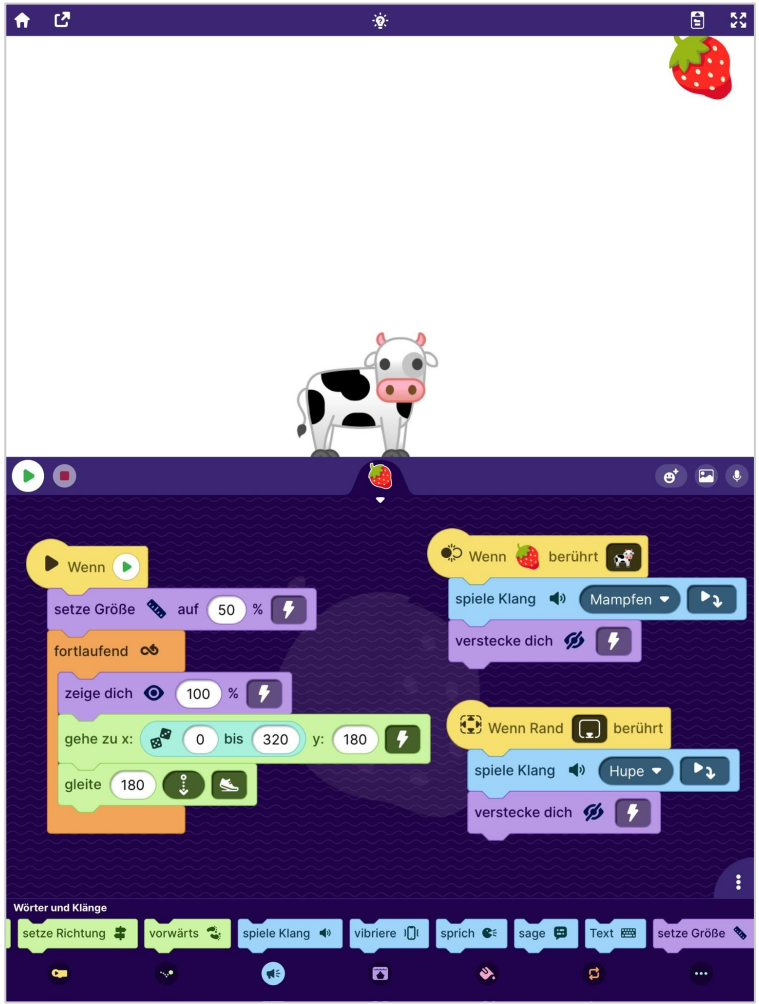


✅

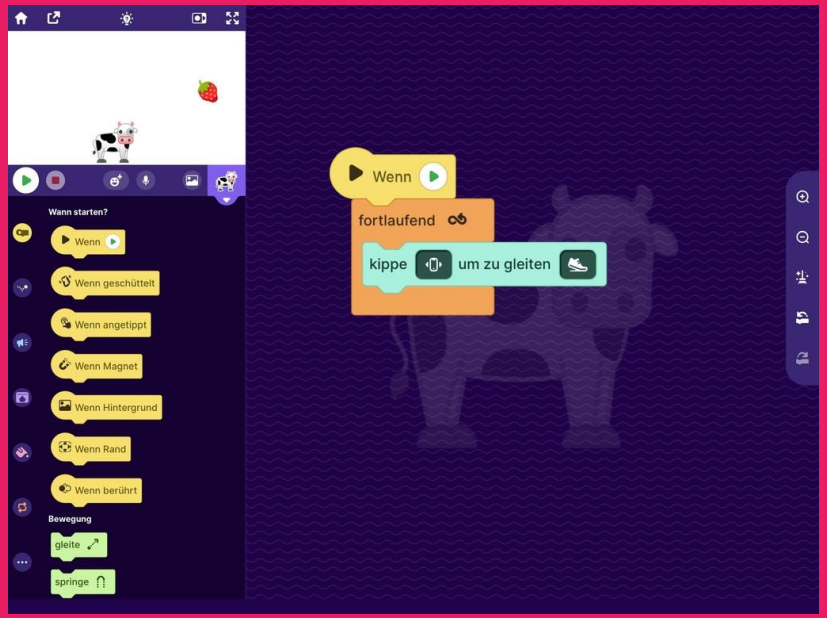
Vollständige Programmierung

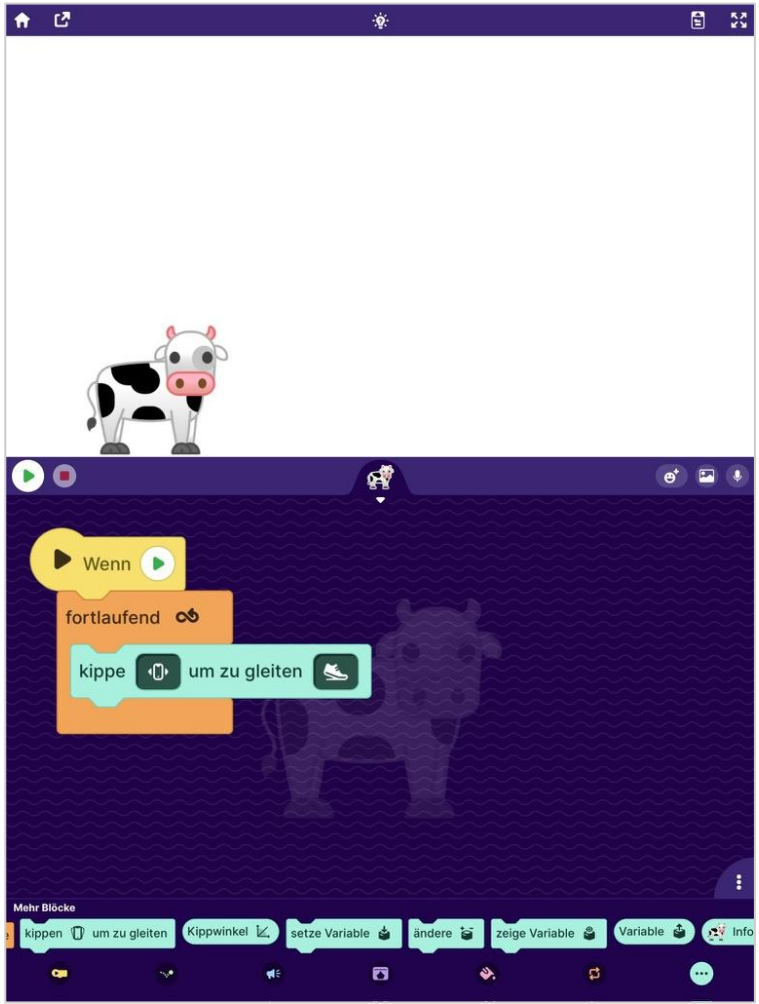
Programmierung Gegenstand





Programmierung Fänger





Super gemacht!

So könnte es weitergehen:

- Anderes Hintergrundbild
- Punkte zählen
- Gegenstände, die Minuspunkte ergeben
- mehrere Leben
- weitere Animationen für “Gefangen” oder “Daneben”
- ...

InfoLabSaar