



CREATE

iMPACT™

Adventure Grading Guide

WHITE BELT

Level 1: Creating with Code!

In this Adventure, the ninja will create their own project with sprites and dialog across multiple scenes using everything they learned in White Belt Level 1:

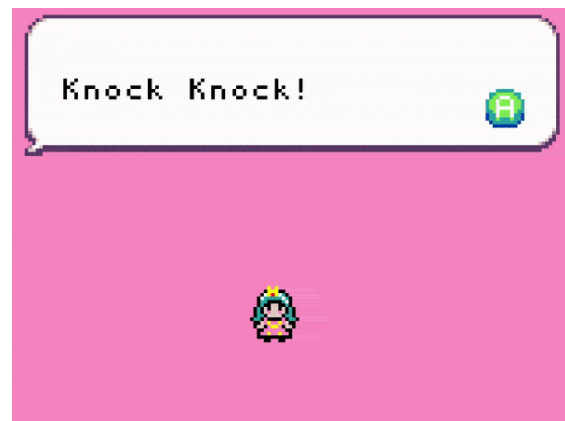
- ◆ Creating a sprite and setting its position
- ◆ Making a sprite say something
- ◆ Changing the sprite's image
- ◆ Changing the background color
- ◆ Playing a sound
- ◆ Using a screen effect
- ◆ Using a splash screen with text



Level 2: Creating with Sequence!

In this Adventure, the ninja will create their own project with dialog boxes to show sprites having a conversation using everything they learned in White Belt Level 2:

- ◆ Using more than 1 sprite, and changing those sprites' names
- ◆ Creating dialog boxes and customizing their frame and text color
- ◆ Sequencing your code so things happen in the correct order



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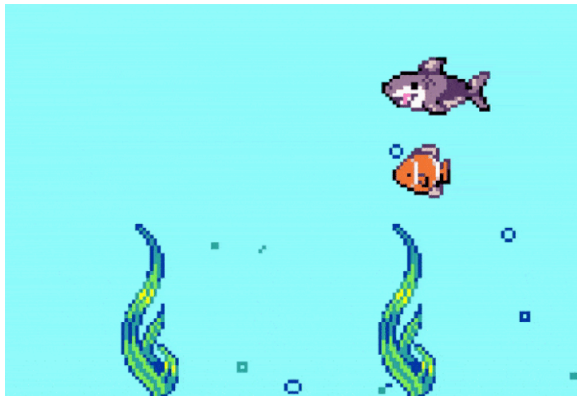
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Level 3: Creating with Events!

In this Adventure, the ninja will create their own project where things happen when a Player sprite interacts with different sprite kinds using everything they learned in White Belt Level 3:

- ◆ Using events to move a sprite with the direction buttons
- ◆ Coding a sprite to stay in screen
- ◆ Adding a background image
- ◆ Sequencing sprites so they appear in the correct order



Level 4: Creating with Functions!

In this Adventure, the ninja will create their own project where things happen when a Player sprite interacts with different sprite kinds using things they learned in White Belt Level 4:

- ◆ Changing and creating new sprite kinds
- ◆ Making something happen when sprites overlap
- ◆ Coding a sprite to follow another sprite
- ◆ Changing parameters to adjust the length of an effect or the speed of a sprite



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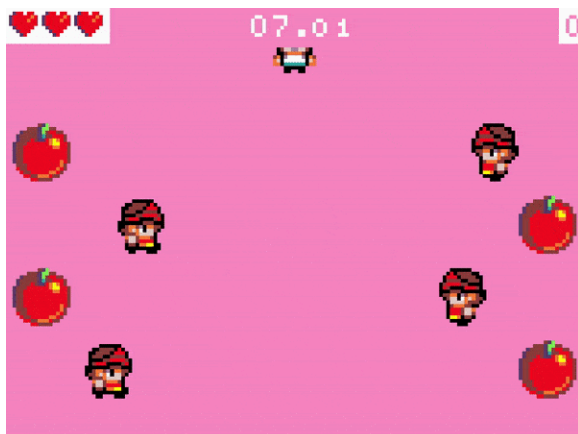
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Level 5: Creating with Variables!

In this Adventure, the ninja will create their own project where variables change when a Player sprite overlaps other sprites using everything they learned in White Belt Level 5:

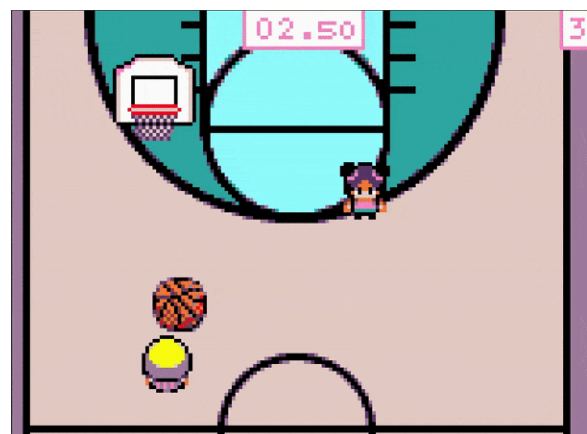
- ◆ Setting and changing the life variable
- ◆ Setting and changing the timer variable
- ◆ Setting and changing the score variable
- ◆ Coding a sprite or sprite kind to destroy after overlapping with another sprite.



Level 6: Creating with Loops!

In this Adventure, the ninja will create their own project with a Player sprite that launches projectiles towards other sprite kinds using everything they learned in White Belt Level 6:

- ◆ Using an [on game update every ms] loop to create sprites that move around the screen and bounce on the “walls” of the screen
- ◆ Making sprites move with a [set sprite velocity to] block
- ◆ Using a [pick random] value block to give sprites different positions and velocities.
- ◆ Creating a projectile from a sprite using the A button



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Level 7: Creating with Conditionals!

In this Adventure, the ninja will create their own project with a Player sprite that must avoid or collect Projectiles that change based on a percent chance using everything they learned in White Belt Level 7:

- ◆ Creating a projectile from the side of the screen
- ◆ Using a conditional to make a decision based on something in your program being “true”
- ◆ Using the % chance value block to change the probability of something happening

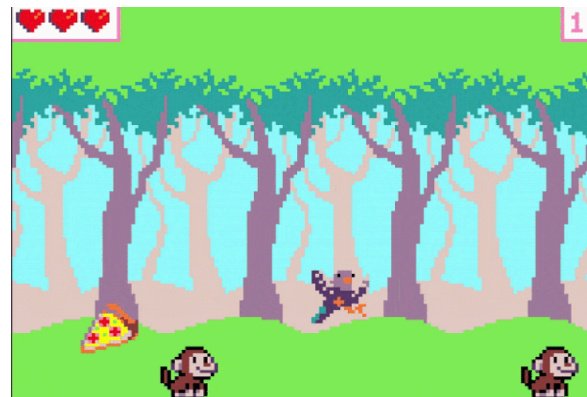


Level 8: White Belt Belt-Up Project!

In this Belt Up project, the ninja will create their own project with all of the awesome

skills they have learned throughout White Belt:

- ◆ Creating and naming sprites, then setting their kind, position, sequence, and velocity on screen.
- ◆ Using events to move a sprite around the screen or fire a projectile.
- ◆ Using functions to make something happen when sprites overlap on screen.
- ◆ Changing parameters to affect speed, length, and many other things in your code.
- ◆ Setting and changing variables to keep track of the score, timer, and number of lives.
- ◆ Using loops to make things happen repeatedly in a project.
- ◆ Adjusting velocity to make sprites and projectiles move across the screen.
- ◆ Using conditionals to let the program make a decision based on something happening in a project.
- ◆ Using random numbers and chance to add surprising elements to a project.
- ◆ Adding backgrounds, effects, text, sounds, animation and music to enhance a project.





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