

Unit 4.3: Collecting treasure in maze. (student reference sheet)

Pseudocode:

If touching treasure, pick it up and count it.


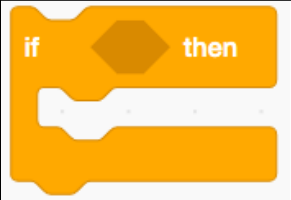



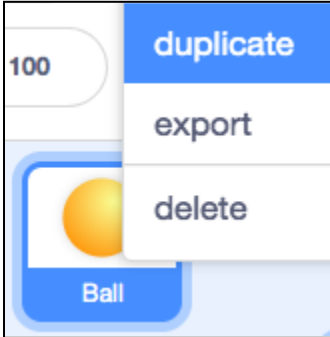


Student Programming Choices:

- ☐ What type of sprites should I make as my treasure?
- ☐ Do I want to count the treasure? If so, I will need to make a variable. [Video](#)

Tip:

- Make code work for one treasure sprite. Then duplicate the sprite and code will also duplicate!

Blocks you might use in your code:

<p>Control blocks:</p>  	<p>Sensing blocks:</p> 	<p>Data Blocks:</p> <p>Create variable "Score":</p>  	<p>Tip: Get code working for one treasure sprite. When you duplicate sprite, you also duplicate the code.</p> 	<p>Spicy challenge: Level not finished until all treasures is collected <i>and</i> maze hero touches end sprite.</p> <p>Operator Blocks:</p>  
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