Lesson 24: Mini-Project - Flyer Game

Overview

Question of the Day: How can the new types of collisions and modeling movement be used to create a game?

In this lesson, you will use what you have learned about simulating gravity and the different types of collisions to create a simple flyer game!

Resources

- **Flyer Game** - Rubric ▼ Make a Copy
- **Flyer Game** - Activity Guide ▼ Make a Copy
- **Problem Solving with Programming** - Resource ▼ Make a Copy

Levels

🖥 1   **Flyer Game Example**

🖥 2   **Make Your Sprites**

🖥 3-5   **Player Controls**

    3   4   5

🖥 6   **Sprite Movement**

🖥 7   **Sprite Interactions**

🖥 8   **Review Your Game**