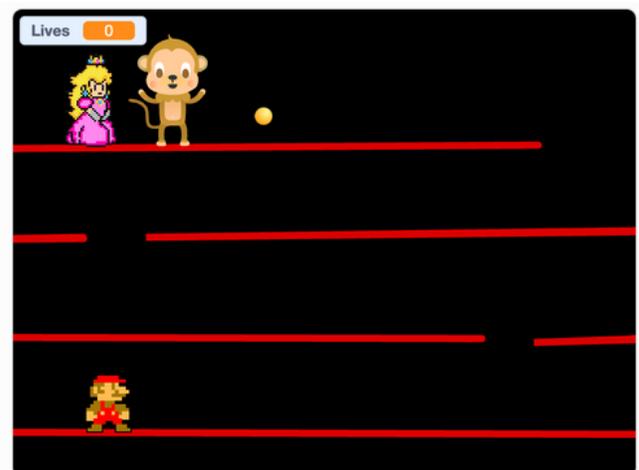
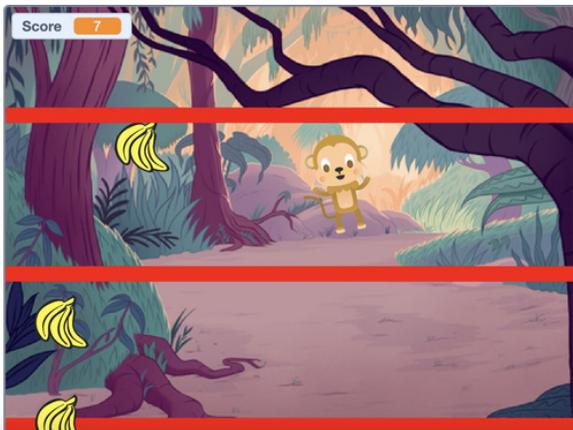


HOW TO MAKE A DONKEY KONG -LIKE GAME FOR FREE ON SCRATCH



Step 1: Getting Started

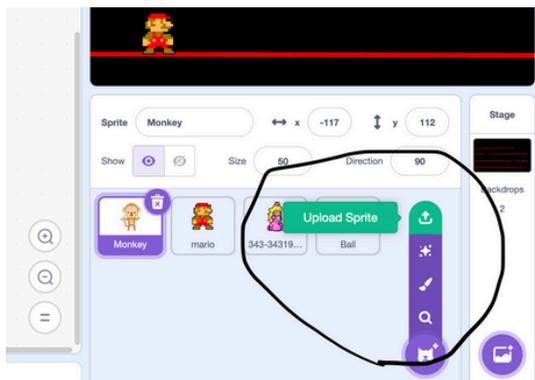
- Go to scratch.mit.edu and sign in or create an account.
- Click on the "Create" button to start a new project.

Step 2: Set Up the Stage

- Click on the "Backdrops" tab and choose a backdrop. You can also upload your own backdrop if you prefer. Choose a suitable backdrop for your game. You can select something resembling a construction site or a jungle.

Step 3: Add Character Sprites

- Get creative using the provided sprites in the Library, or download the transparent files and upload them to your library.
*We used the monkey sprite provided in the library for and then uploaded the files below for Mario and Princess Peach.



● Mario



● Princess Peach

Step 4: Program Mario

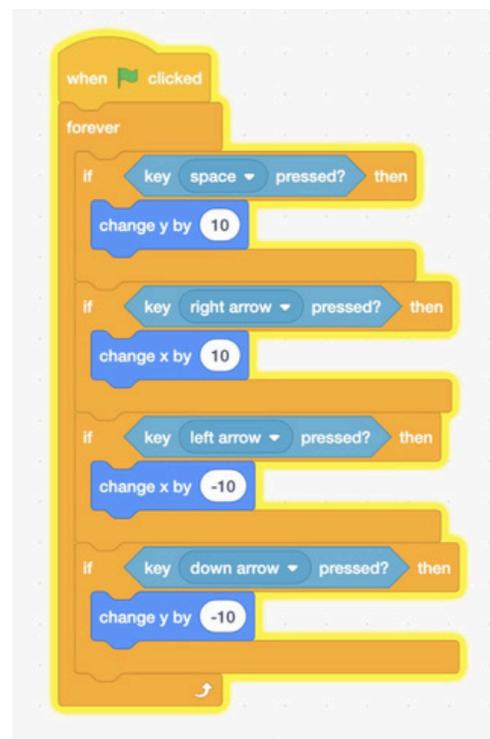


- Drag out a **"when green flag clicked"** block from the Events category and attach it to the top of the scripting area.
- Drag out a **"forever"** block from the Control category and attach it below the "when green flag clicked" block.

Step 5: Code Movement

Drag out a **"when [space] key pressed"** block from the Sensor category and attach it to the scripting area

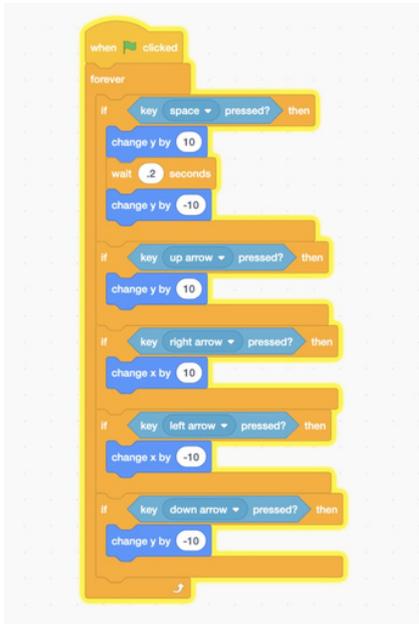
- Inside the **"when [space] key pressed"** block, use **"change y by 10"** blocks from the Motion category to make Kong jump.



**Adjust the numbers to your preference*

Gravity:

- To simulate gravity, drag [wait .2 seconds] then [change y by -20]



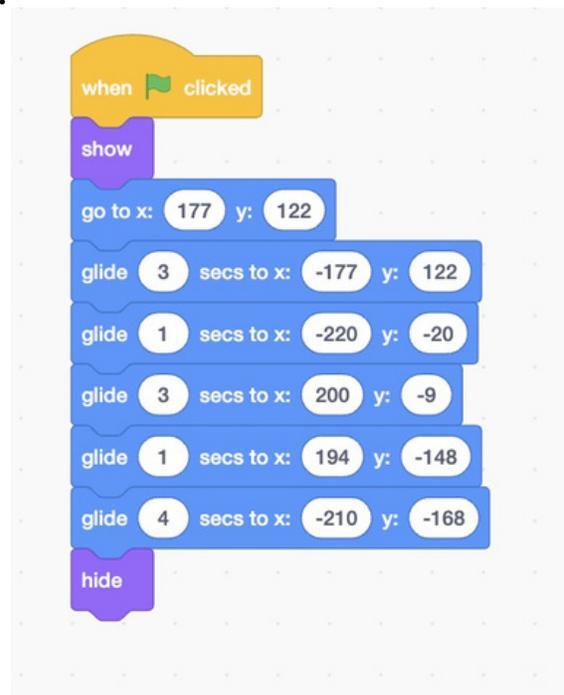
Step 6: Add Barrel Sprites

- Use the BALL sprite in the library or download our barrel file here



Step 7: Code Barrel Movement

- Click on the barrel sprites to select them.
- Drag out a "when green flag clicked" block from the Events category and attach it to the top of the scripting area.
- Drag out a "show" block from the Looks category and attach it below the "when green flag clicked" block.
- Then, use "glide" blocks from the Motion category to make the barrels move down and across the screen.



```
when green flag clicked
  forever
    wait 6 seconds
    create clone of myself
    go to x: 177 y: 122
    glide 2 secs to x: -177 y: 122
    glide 2 secs to x: -220 y: -20
    glide 4 secs to x: 200 y: -9
    glide 1 secs to x: 194 y: -148
    glide 5 secs to x: -210 y: -210
```

```
when I start as a clone
  forever
    show
    go to x: 177 y: 122
    glide 3 secs to x: -177 y: 122
    glide 1 secs to x: -220 y: -20
    glide 3 secs to x: 200 y: -9
    glide 1 secs to x: 194 y: -148
    glide 4 secs to x: -210 y: -168
    hide
```

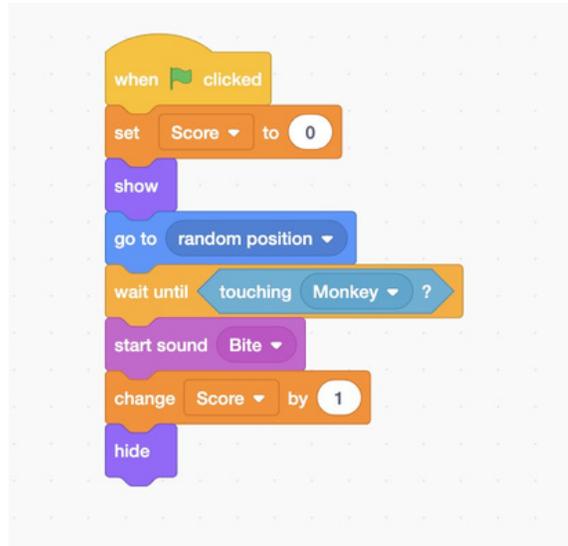
Step 8: Program Barrel Hit to End the Game

Step 8: Add Platforms

- Click on the "Choose a Sprite from Library" button again and search for "line."
- Select the line sprite from the library and add them to your project.
- Position the lines on the stage where Kong can climb and jump.

Step 9: Add Collectibles

- Click on the "Choose a Sprite from Library" button again and search
- for "banana" or "coin." Position the collectibles on the stage for Kong to collect.



Step 10: Test and Play Your Game

- Click the green flag to test your game and make sure everything works as expected.
- Use the arrow keys to control Kong and try to avoid the barrels while climbing and jumping on platforms.

Step 11: Customize and Enhance

- Experiment with different sprites, backgrounds, and game mechanics to customize your Donkey Kong-like game further.
- Add sound effects, animations, and scoring to make your game more engaging and exciting.