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| Challenge 13: Reach for the Apple |
| General Goal *In this challenge you are going to create a game where players have to go up a tree to catch an apple.* |
| Learning Objectives In this challenge, you will be able: *To have experience with a visual programming suite and be able to code standard small piece of software with it.* *To write instructions using correct syntax and with minimal errors.*  *To know what operators are, what they do and which symbols stand for which operators.* |
| Description *In this challenge you are going to create a very simple game that will show the basic elements of programming, like operators and variables. You are going to use a visual programming environment that already has most of the programming prepared and you are going to complete it with some bits of code.*  *The game itself is Reach for the Apple and players have to go up a tree to catch an apple. This is called a platformer type of game, as players have to jump to platforms.* |
| Instructions *This is the starting point for your game.*    *This is the page where you are going to add the instructions.* |
| Resources *You don't need any additional resources for this challenge.* |