

# SilverCoders

DIGITAL LITERACY IMPROVEMENT THROUGH EFFECTIVE  
LEARNING EXPERIENCES FOR ADULTS



## CHALLENGE #30 **PLATFORMER**

### CODING TRAINING PROGRAMME **FOR +55 ADULTS**



**SILVER CODERS**

ERASMUS+ No. 2020-1-SE01-KA227-ADU-092582



**Co-funded by  
the European Union**

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# STRUCTURE OF THE CHALLENGE

## DESCRIPTION

In this challenge you are going to analyse an existing game that replicates the traditional game play of platformer games.

## GENERAL GOAL

In this case we will use an already complex game and assess each of its complex features. At this stage, you've done enough exercises to understand how Gdevelop works.

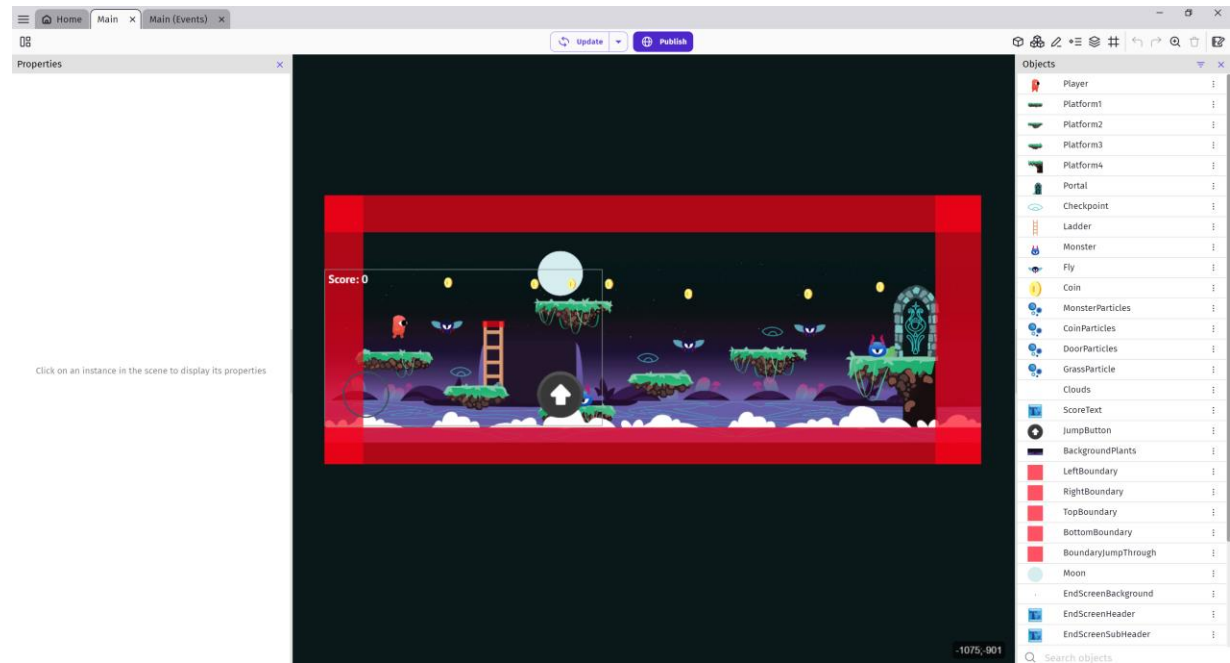
## LEARNING OBJECTIVES

In the end of 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.
- Know what statements and command lines are and what they mean for a compiler.
- To be able to write instructions using correct syntax and with minimal errors.
- Know what operators are, what they do and which symbols stand for which operators.
- To be able to understand the assignment of values to variables and how to change them.
- To know all the basic arithmetic operations and how to use them.
- Recognize and know how to use all the data structures related to numbers.
- To know the structures linked to the use of text, such as strings and characters.
- To be able to use If statements correctly to execute code according to a certain defined fixed condition.

## INSTRUCTIONS

This is your initial setup for the complete application. As usual, the first thing you should do is to preview it and see how it works.



In this challenge, analyse:

- How controls should be created to allow using the game in computers and mobile devices
- How to change the animations based on what the player is doing
- How to add sound and visual effects
- How to save the progress during the game
- How to give a certain intelligence to the enemies

## RESOURCES

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