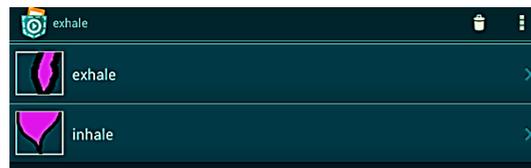
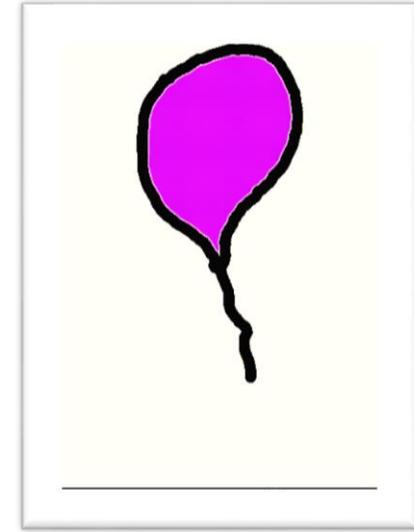
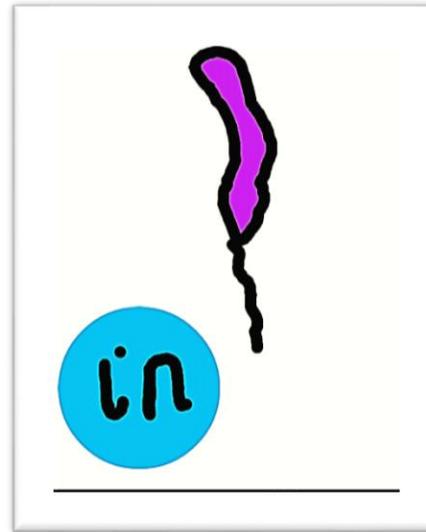


Creating the Variable component mini-game: Science – Year 8

This game helps the pupils identify what a variable is and how it could be used. It is useful to describe a variable as a container which stores information to be used in the program. In this instance, we are creating an **inventory** which is a gameplay mechanic allowing players to store their items and freely carry them around. (See page: *Creating an inventory*)

In this game, the balloon is deflated (a lung exhaling) and you must 'collect' the *in button* to be able to inhale and inflate the balloon.



Firstly, create a deflated balloon in Pocket Paint. In its looks category, create another balloon this time inflated.

Create another object in Pocket Paint, this time a button which we must collect to breathe in. (Crop the button image when you have created it).

OBJECT = INHALATION BUTTON

Control = When program started

Motion = Place at X: _ Y: _

(Set the position of your object)

Control = When tapped

Data = Set variable *in* to TRUE

(When tapped you have collected it)

Looks = Set transparency to 100%

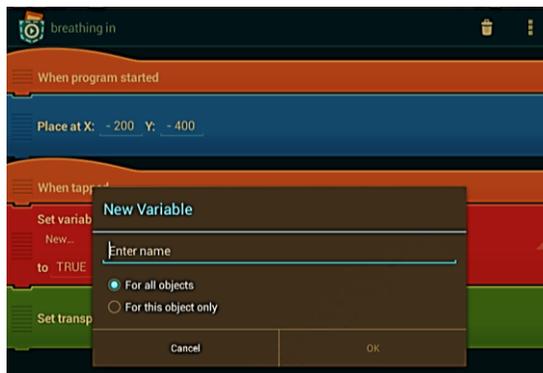
(The button will disappear once tapped)

For explanation of how to fill in the values for the variable see next page.

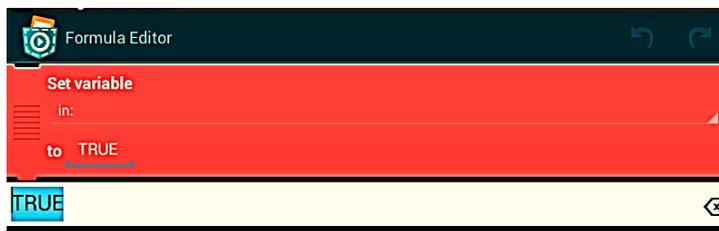


Creating the Variable component mini-game Cont'd: Science – Year 8

1. When adding your set variable brick, tap on *New* and you can add a new variable – name it the action you require it to do (in this instance: *'in'*). *Make sure it is for all objects.*



2. Tap on the value of *'to'*, this will open the Formula Editor. On the menu, press *Logic* – and select TRUE.



After you have completed the script for the inhalation button, move onto the code for the balloon.

Add the following bricks to the object:

Control = When tapped

Control = If 1 is true then

Looks = Switch to look ___

(The inflated balloon look of the object)

Control = Else (this will create an 'end if' brick below)

Control = End if (will automatically appear)

To change the *IF statement*, tap on the value (*1*), this then opens the Formula Editor.

This time go to *Data* at the bottom of the menu.

You will find that the variable you created is there.

