

Instructions for creating simple games on Scratch

Step-by-step instructions for creating a simple game on Scratch, A step-by-step guide to creating a simple game on Scratch, graphic programming software for children.

Scratch is a programming language that allows users to create their own stories, animations, games, and more. In this article, let's learn the basic steps to create a game on Scratch

How to make games on Scratch

Game planning

Before embarking on designing a game, it is important for users to think about their game and what they want to achieve with it.

Identify the main objective of the game, which may include:

1. Score as many points as you can by clicking on a falling item or moving the character on the screen with the arrow keys
2. Gather objects on the screen by dragging them from one part to another, for example catching a flock of chickens escaping from a coop.
3. Progress through the levels as the player experiences an interactive story by choosing different paths or branches to explore. For example, players might be asked where they want to go, choose between the beach or the ski area, and ultimately have different experiences based on their respective choices.

Next, determine the difficulty of the game, because if it is too easy, the game will quickly become boring, or too difficult will cause boredom.

The game has to strike a balance between being challenging enough to be engaging, but not too difficult to overcome, in order to motivate players to achieve higher and higher scores!

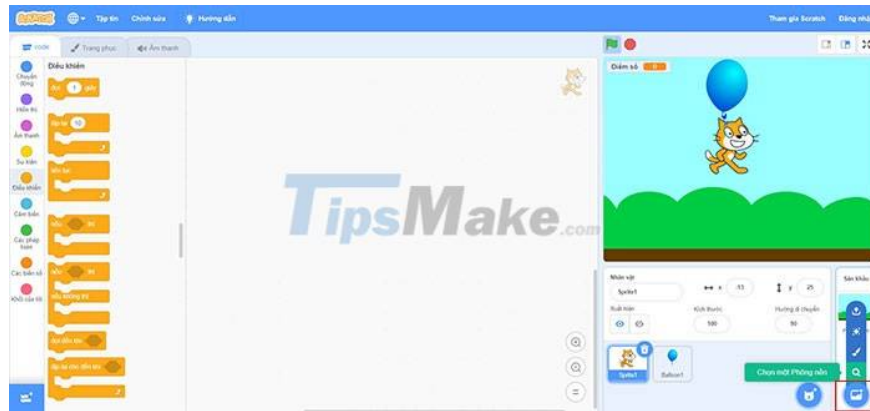
Create games on Scratch

Step 1: Add Backdrop

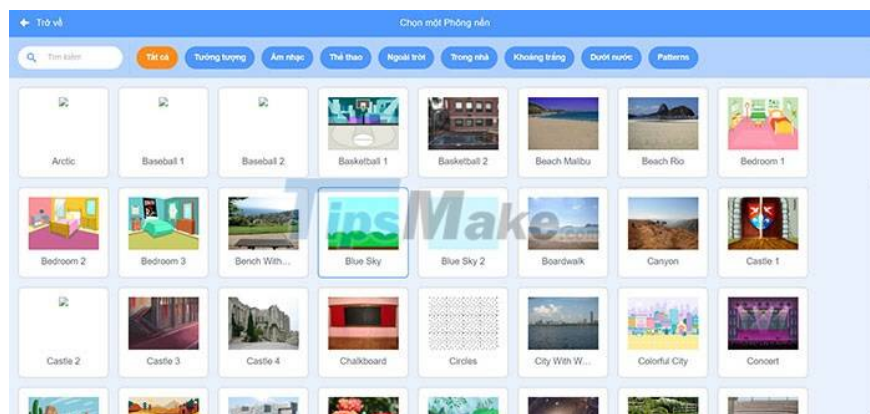
After determining the type of game you want to create, start adding visual elements. An eye-catching background always attracts more attention than a white background.

To add a background, tap the circle with **the image icon** in the bottom right corner. When hovering over the button, a vertical menu will appear, with options:

1. **Upload wallpaper** : upload your own background image.
2. **Surprise** : Scratch randomly selects an image.
3. **Draw** : self-created background.
4. **Select** : display the available wallpaper library.



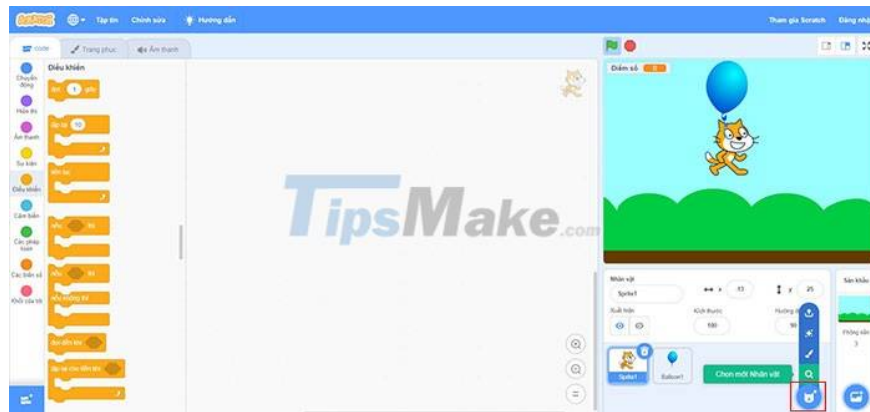
The user can then choose any background that matches the game theme, such as the ocean for the water creature game, the baseball field for the pitching game, and more.



Step 2: Add Sprite (character)

In addition to the background, the Sprite is another important element for the first game to add to a Scratch project.

Click **the circle next to Choose a background** to choose a character for the game. When hovering over it, a vertical menu will also appear, users can choose an existing Sprite or create and upload their own character.



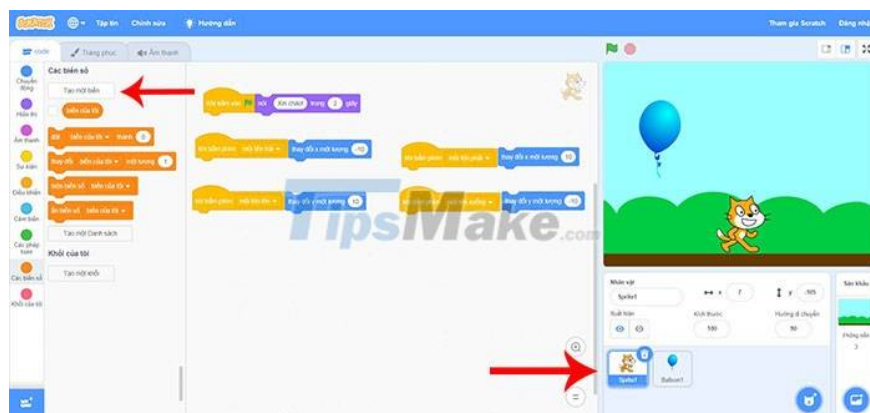
Step 3: Add movement to characters and objects

To animate characters and objects, refer to the article [How to create an opening on Scratch](#) or refer to the code below.



Step 4: Add Score

Click on the character in the Character Panel in the lower right corner to make sure to add the code for the correct audience. Then go to **Variables** > select **Create a variable**.



In the create New Variable window, enter **the Score** in the empty box and press **OK**.

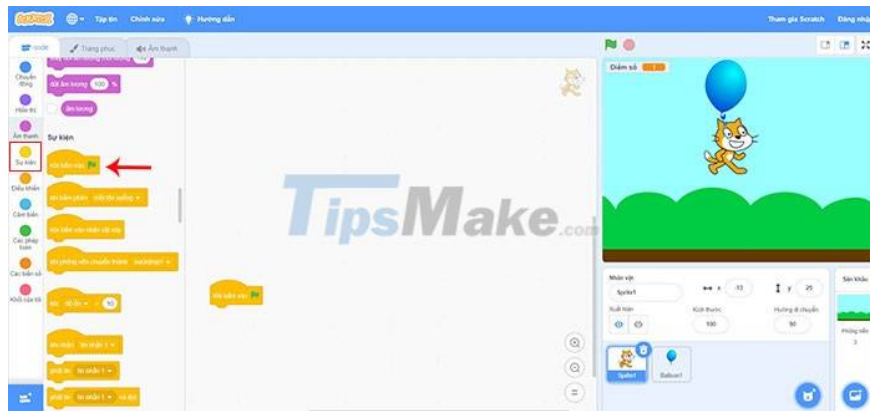


After completing this step, everyone will see a small Score label at the top left of the scene.

Step 5: Add the code

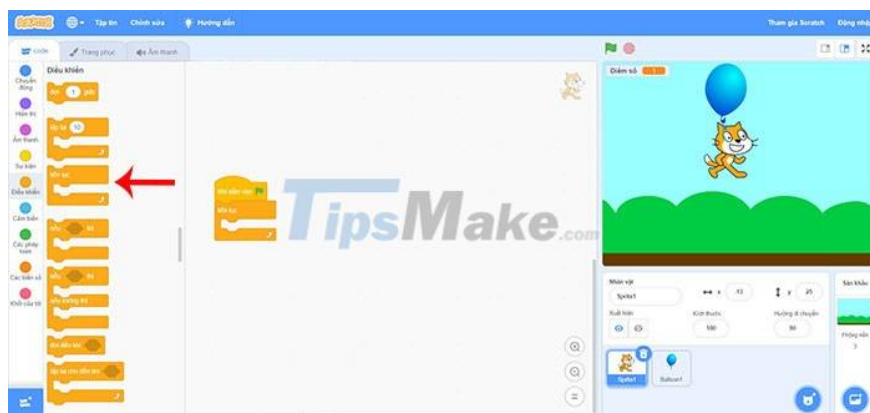
This is the hardest step in the process of creating a game on Scratch.

First, select **When the green flag is clicked**, this will start all the scripts that are in it and will be the catalyst to get the game into motion.

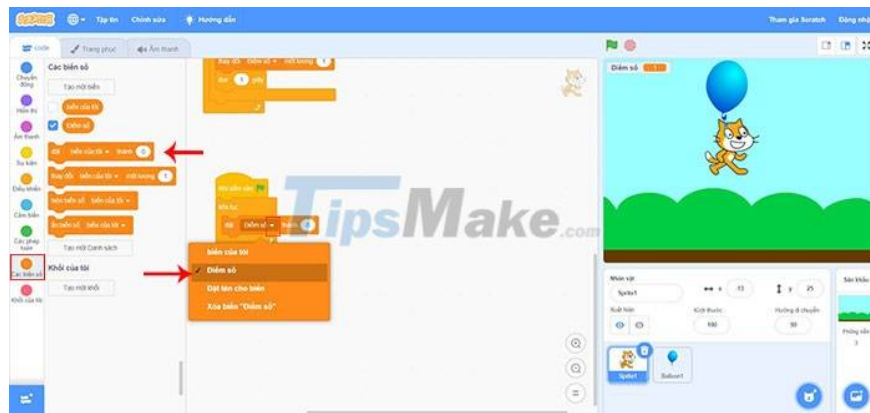


In this example, the requirement of the game is to control the cat with the arrow keys to touch the ball, a correct touch will score 1 point.

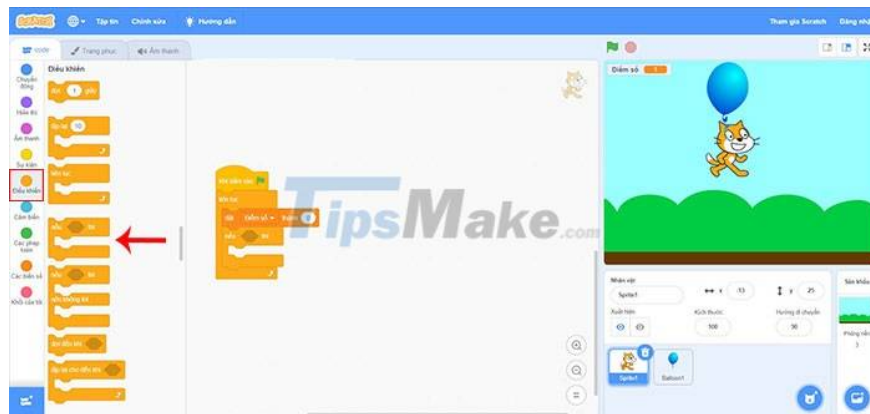
Select the **continuous** block in Controls.



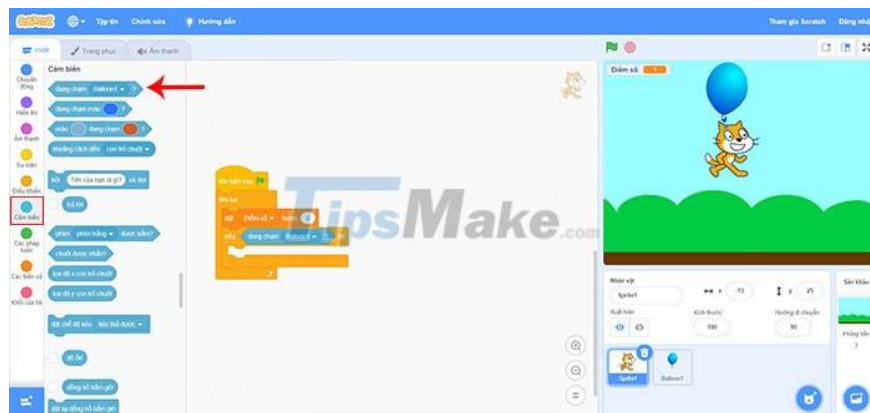
Keep select block **set my variable to 0** . Then tap the arrow to open the drop-down menu and select the previously created **Score variable**.



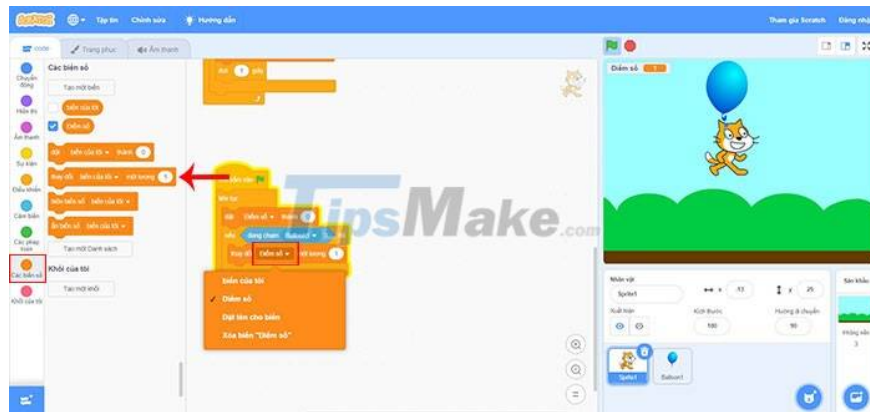
Select **if. then** in Controls.



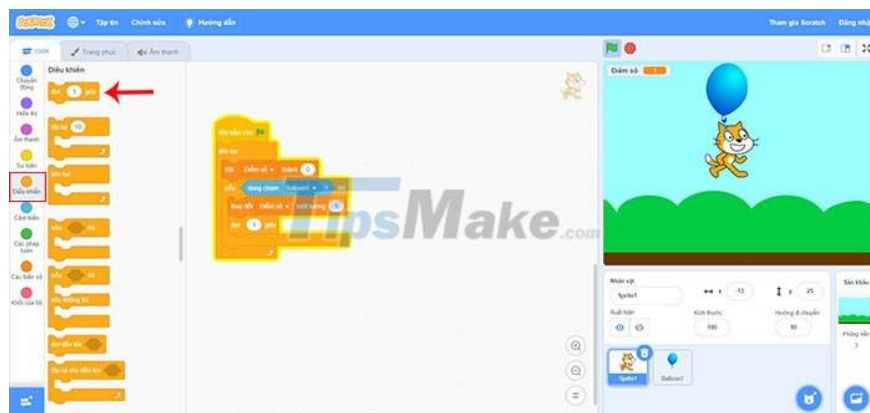
Everyone will see in this block, next to if there is an empty hexagon. Drag the block **that is touching Balloon1** to that empty box.



Go back to the **Variables** section and choose **to change my variable by 1** , then open the drop-down menu and tap **Score** for the game to potentially score.



Finally, because the code moves very quickly, the person who needs to lock the code with a **1-second wait** block at the end.



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