



TGCh Cam wrth gam Scratch

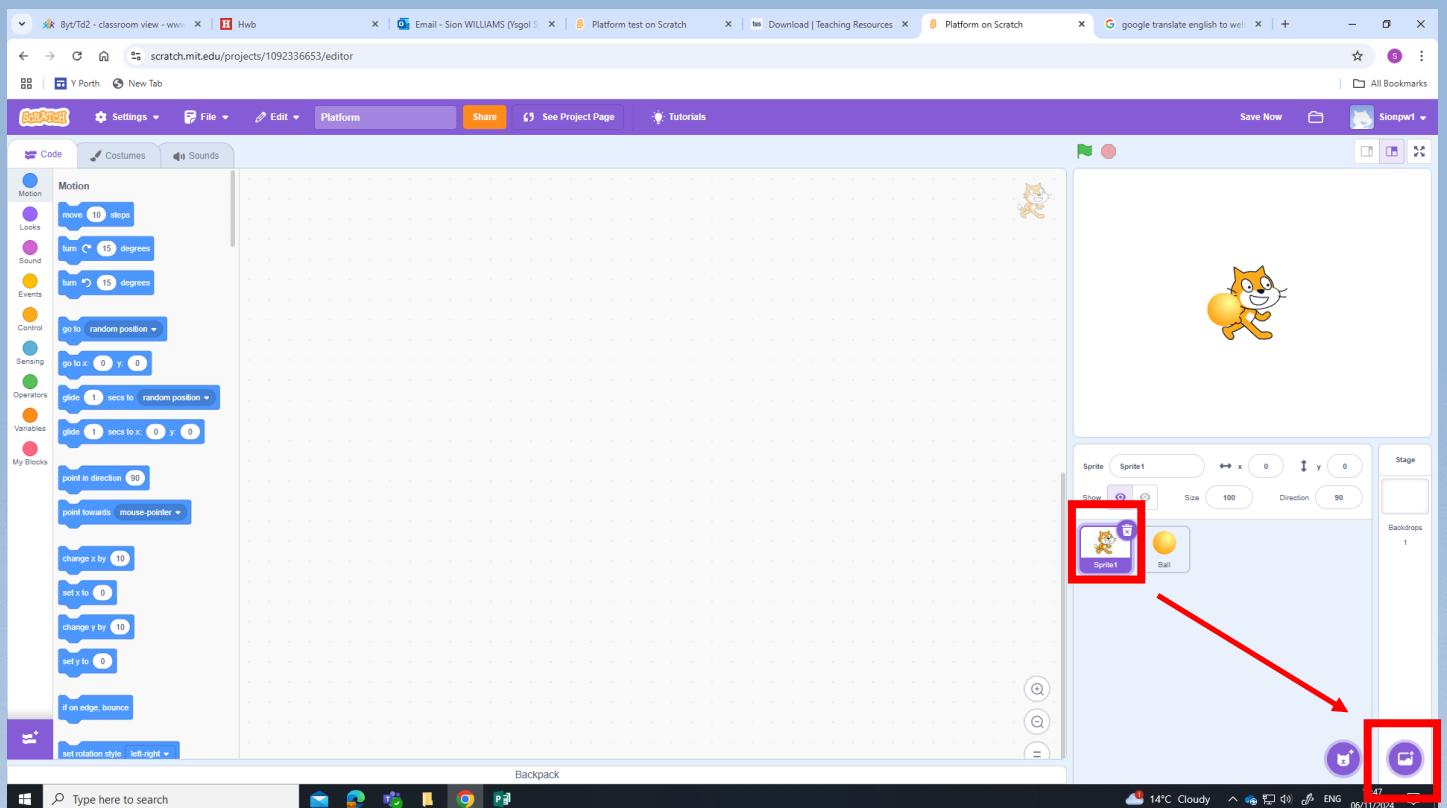
Cam wrth gam ar creu gem platform.

Step by step on creating a platform game.

The screenshot shows the Scratch 3.0 interface. On the left is the script editor with various blocks categories like Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks. In the center is the stage where a yellow cat sprite is running. On the right is the sprite editor showing 'Sprite1' with settings for size (100), direction (90), and backdrop (Backdrop 1). At the bottom right of the stage, there is a green button labeled 'Choose a Sprite' with a red box drawn around it. The taskbar at the bottom shows the Windows logo, a search bar, and several pinned icons.

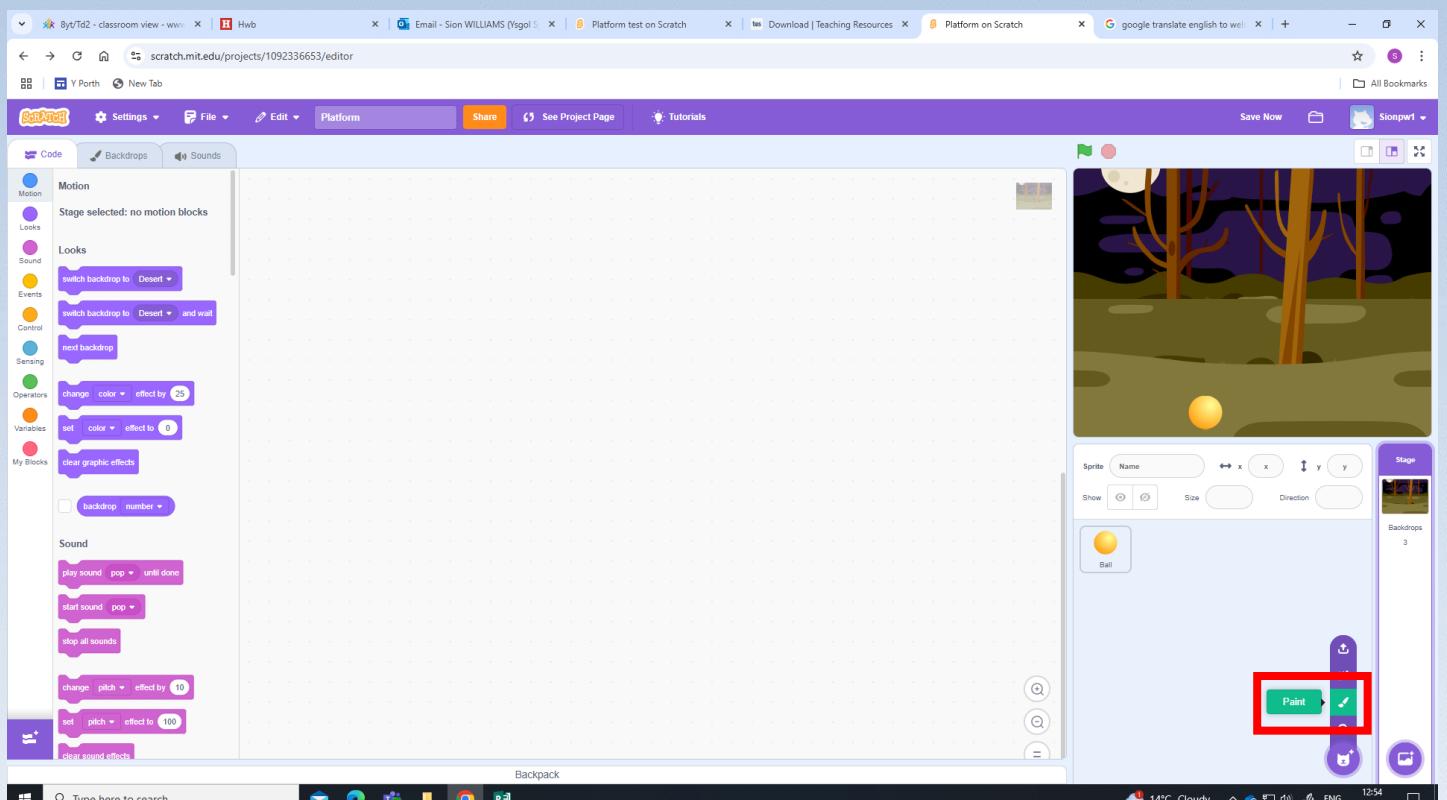
Dewsi sprite syml Newydd.

Choose a new simple sprite.



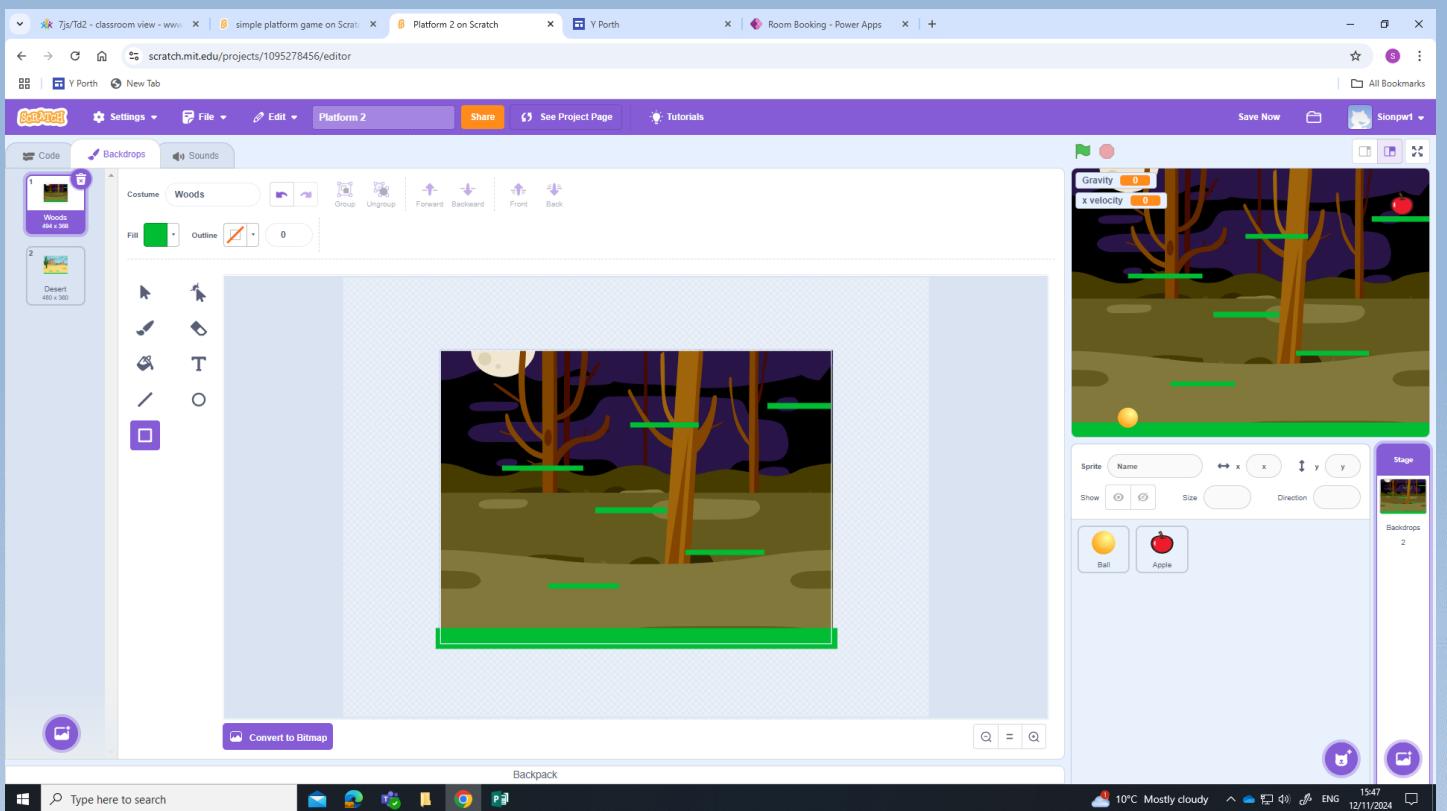
Dileu y sprite gwreiddiol. Dewis cefndir.

Delete the original sprite. Choose a backdrop.



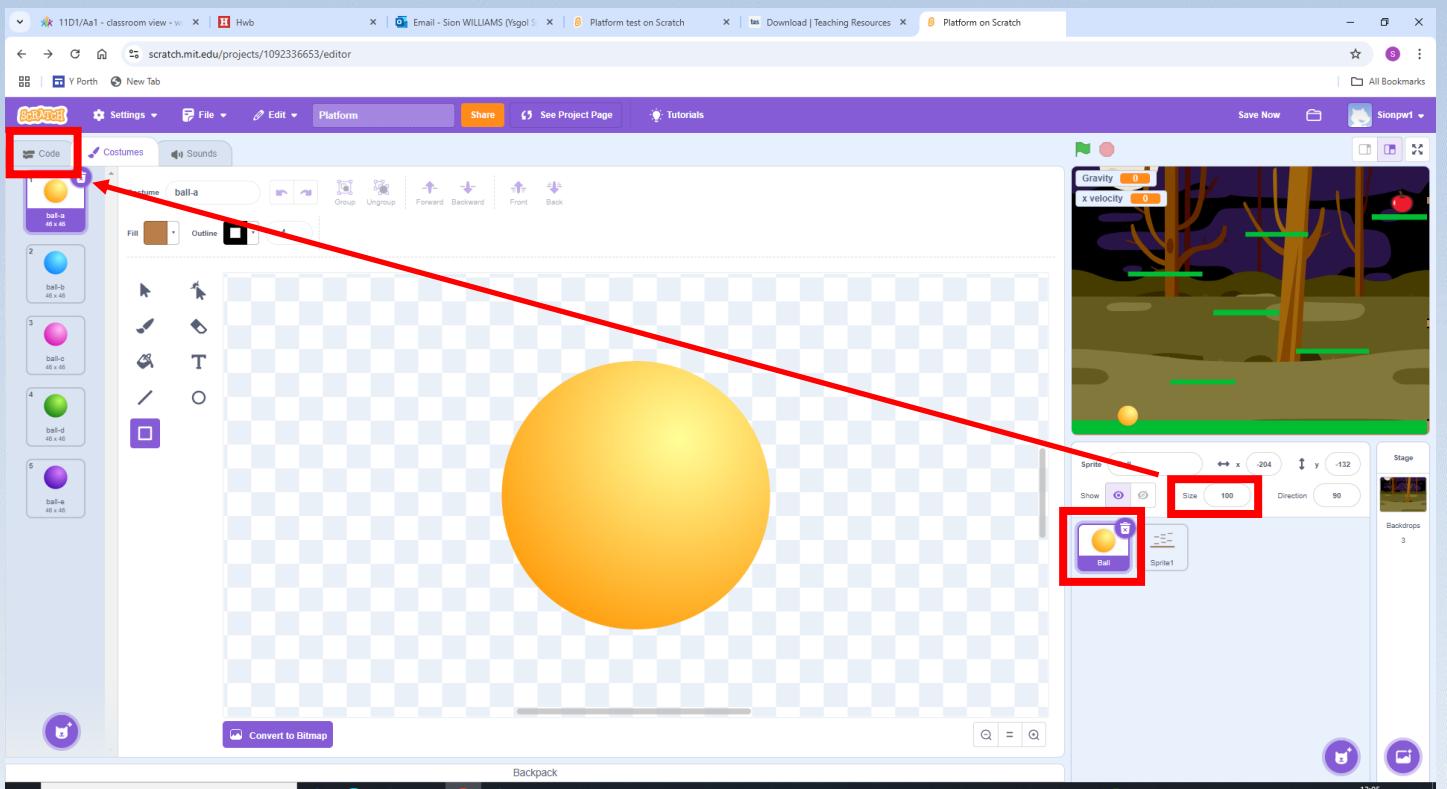
Dewisiwch Paint yn opsiwn Sprite. Yn fan hyn fyddwch yn creu y platform.

Choose Paint in the Sprite option. Here you will create the platforms.



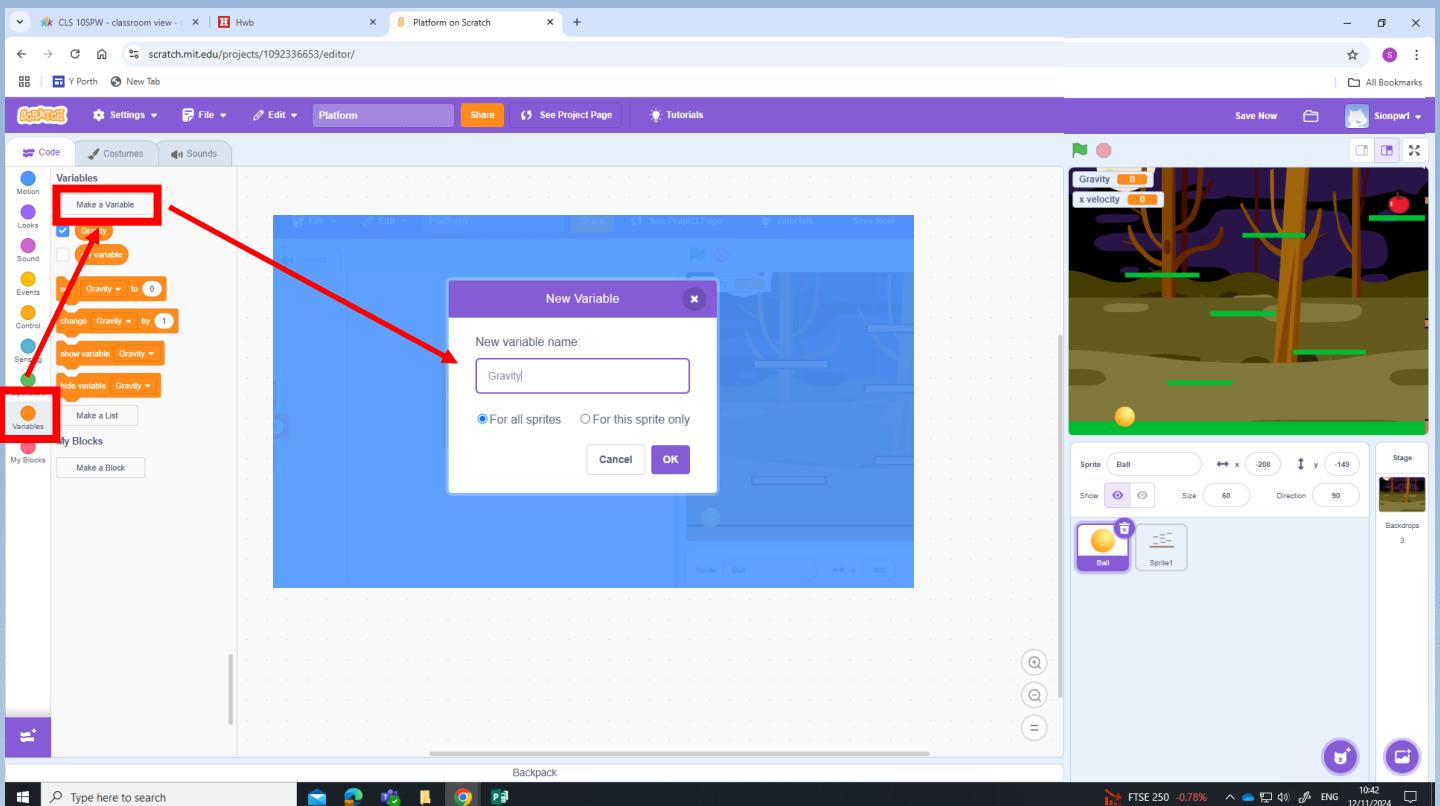
Defnyddiwr yr offer siapiau a llenwi lliw i creu y platform a llawr ar y backdrop.

Use the shape tool and fill to create the platforms and ground on the backdrop.



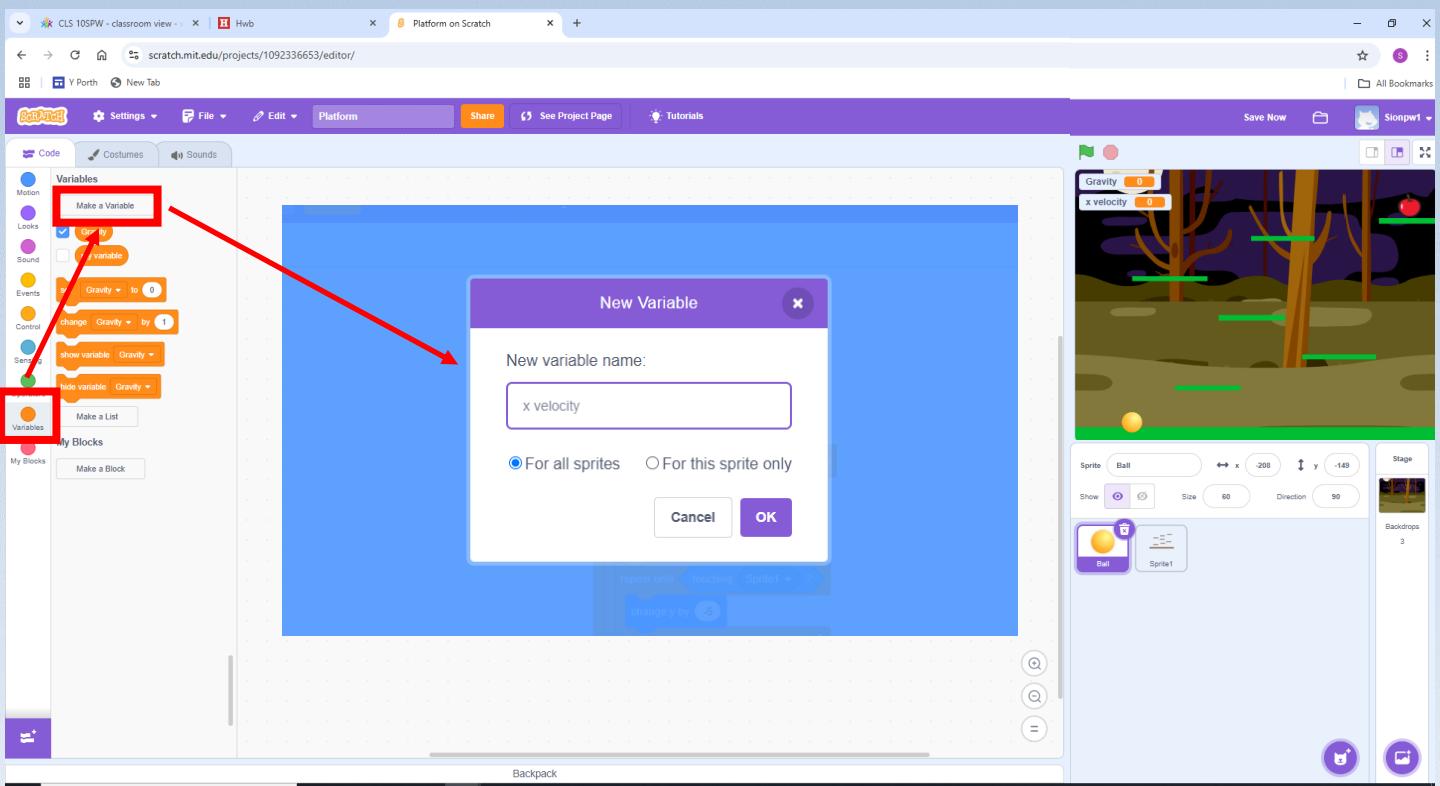
Dewisiwr y Sprite a newid y maint i maint addas. Wedyn mae angen mynd i code.

Choose the Sprite and change it to a suitable size. Then you need to go to code.



Dewisiwch Variables wedyn Make a Variable. Rhowch enw Gravity i hwn.

Choose Variables then Make a Variable. Call this Gravity.



Dewisiwch Variables wedyn Make a Variable. Rhowch enw X velocity i hwn.

Choose Variables then Make a Variable. Call this X velocity.

The screenshot shows the Scratch editor with the project titled 'Platform 2'. The stage features a yellow ball sprite and an apple sprite. The script for the ball sprite includes code for gravity and jumping:

```
when green flag clicked
  go to x: -198 y: -144
  forever
    if touching color [green] then
      set Gravity to 0
    else
      if key up arrow pressed? then
        set Gravity to 6
      else
        change Gravity by -0.25
      end
    end
    if key right arrow pressed? then
      change x velocity by 1
    end
    if key left arrow pressed? then
      change x velocity by -1
    end
    set x velocity to (0.75 * x velocity)
    change x by x velocity
```

Mewnbwn y cod yma i wneud i'r Sprite neidio. Mae'n bosib newid y rhifau i newid uchder y naid.

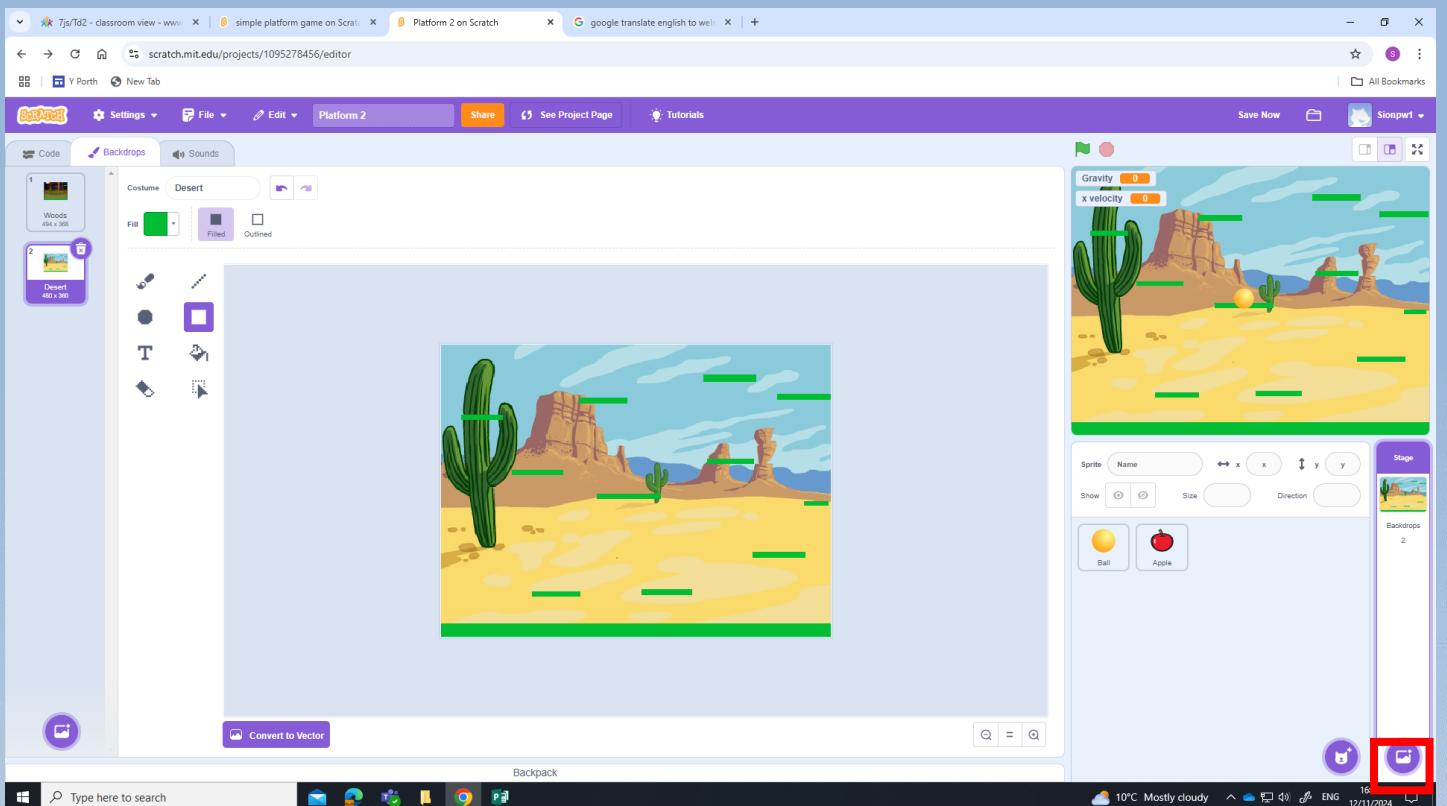
Input this code to make the Sprite jump. You can change the numbers to change the height of the jump.

The screenshot shows the Scratch editor with the project titled 'Platform 2'. The stage features a yellow ball sprite and an apple sprite. The script for the ball sprite includes code for horizontal movement:

```
when green flag clicked
  forever
    if key right arrow pressed? then
      change x velocity by 1
    end
    if key left arrow pressed? then
      change x velocity by -1
    end
    set x velocity to (0.75 * x velocity)
    change x by x velocity
```

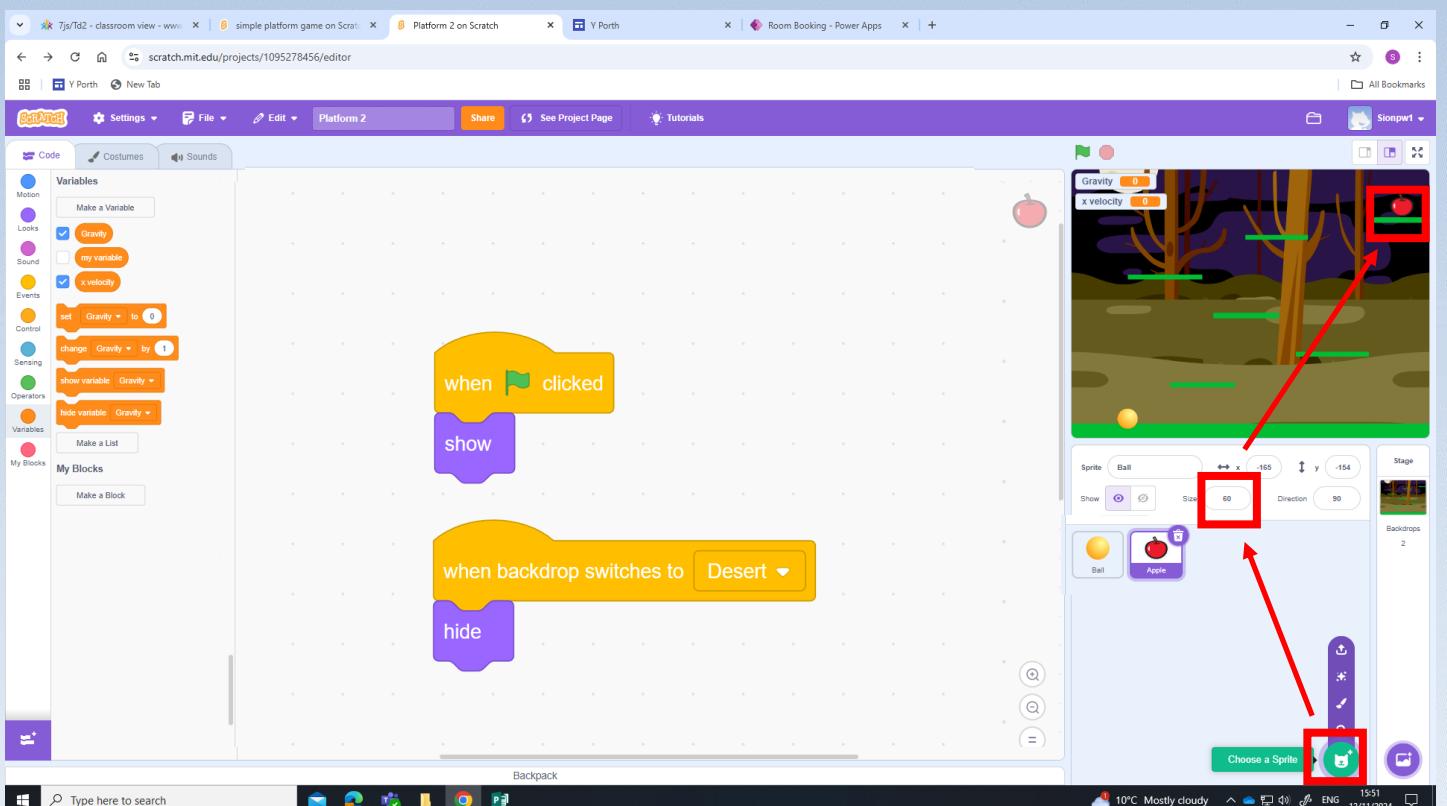
Mewnbwn y cod yma i wneud i'r Sprite symud. Mae'n bosib newid y rhifau i newid cyflymder.

Input this code to make the Sprite move. You can change the numbers to change the speed.



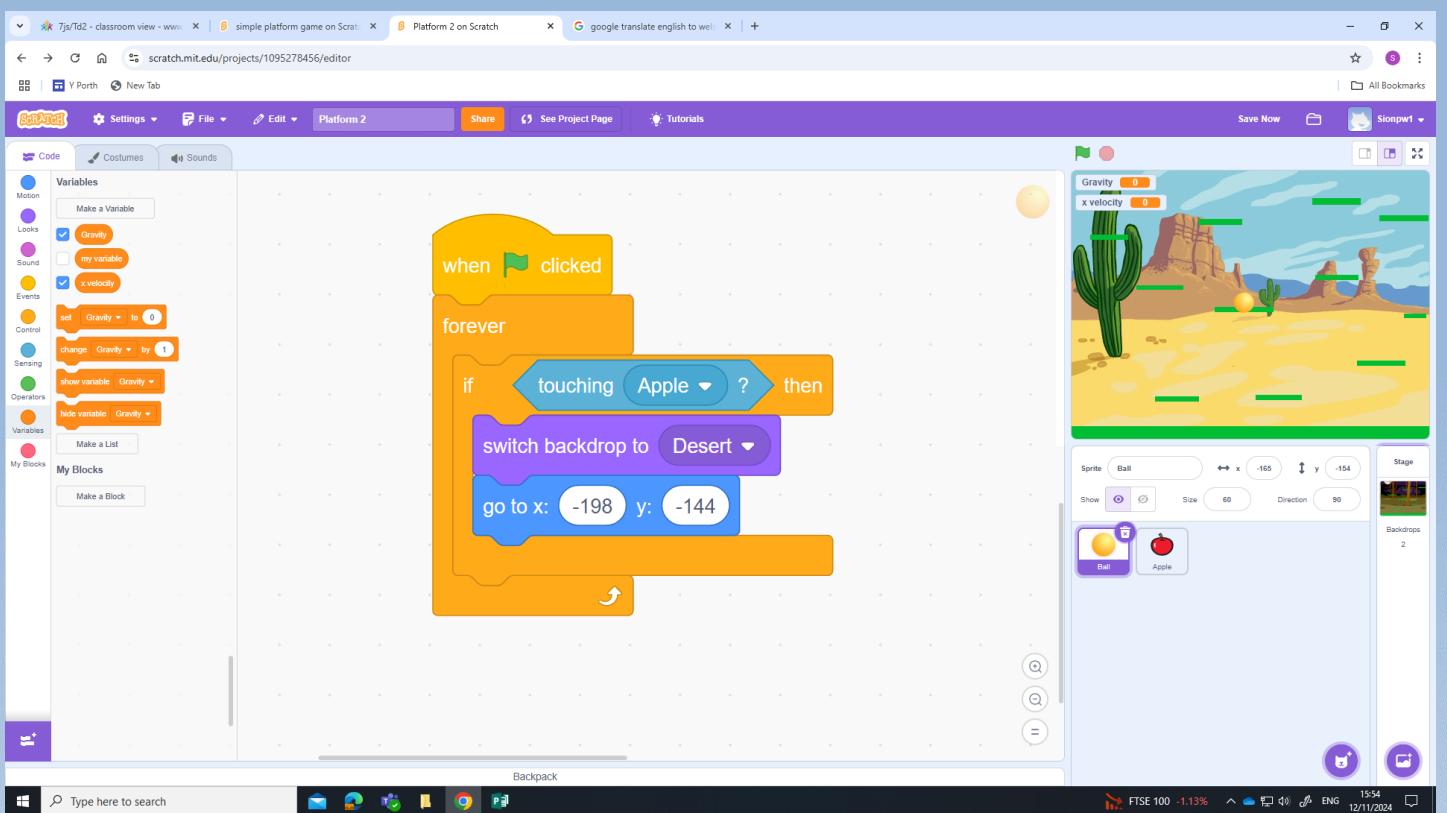
Dewisiwch cefndir Newydd a creu platform sydd mwy anodd na'r un cyntaf.

Choose a new backdrop and create new platforms harder than the previous.



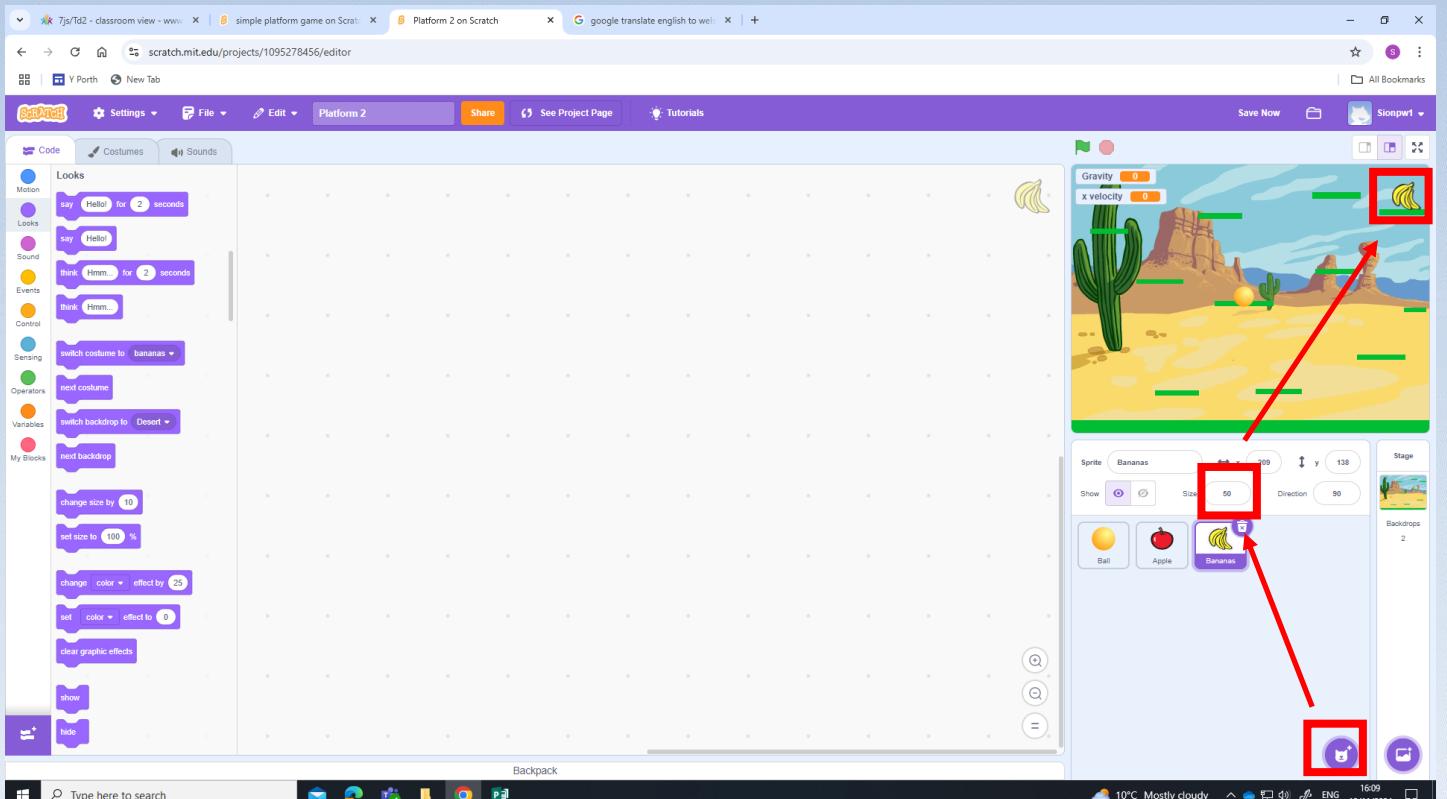
Dewisiwch Sprite fel yr amcan. Newid y maint a'i rhoi ar y platform. Ychwanegwch y cod yma.

Choose a new Sprite as the objective. Change the size and place it on the platform. Add this code.



Mewnbwn y cod yma i newid y cefndir.

Input this code to the Sprite to change the backdrop.



Dewiswch Sprite fel yr amcan. Newid y maint a'i rhoi ar y platform. Mae hwn yn ailadrodd yr un cod.

Choose a new Sprite as the objective. Change the size and place it on the platform. This repeats the same code.