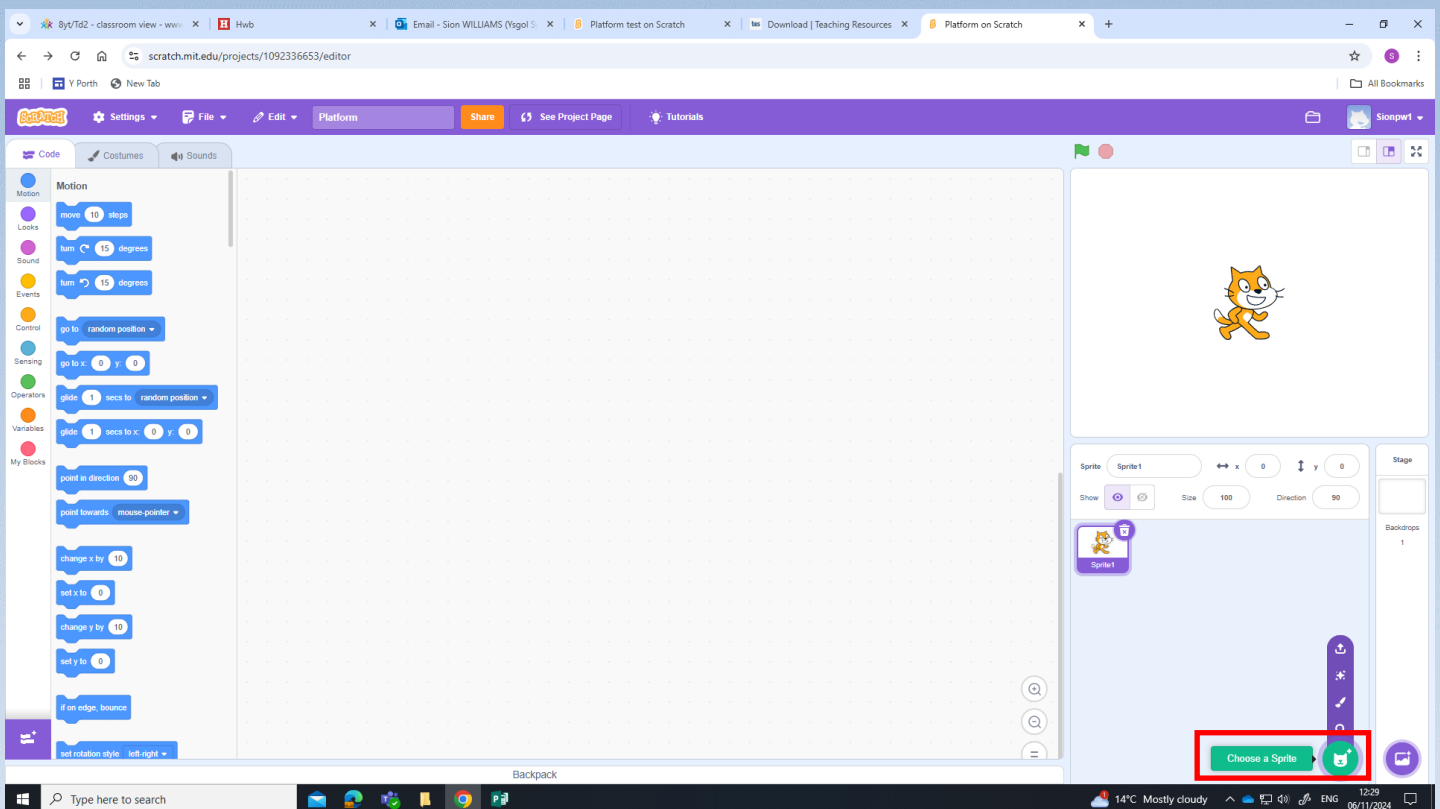




TGCh Cam wrth gam Scratch

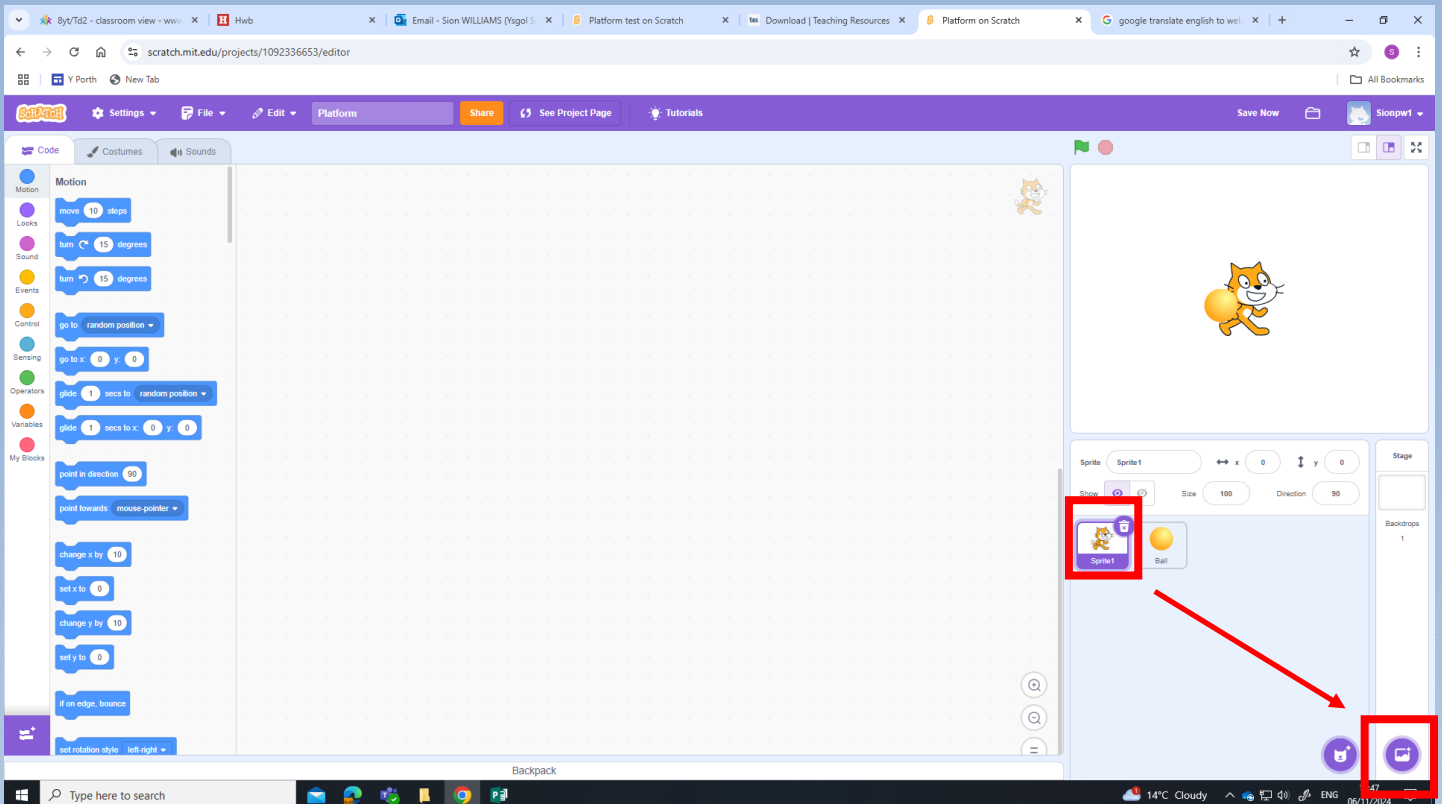
Cam wrth gam ar creu gem platform.

Step by step on creating a platform game.



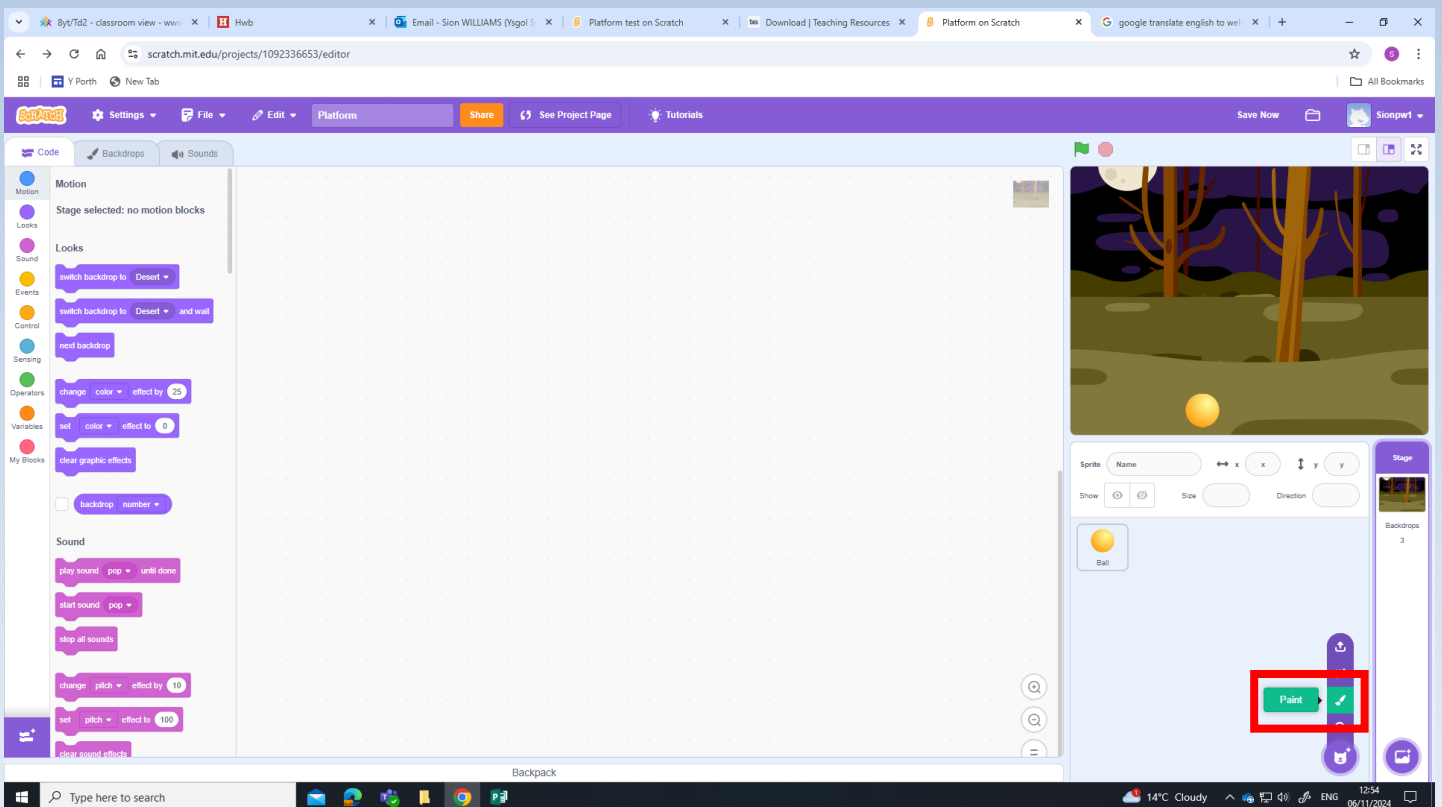
Dewsi sprite syml Newydd.

Choose a new simple sprite.



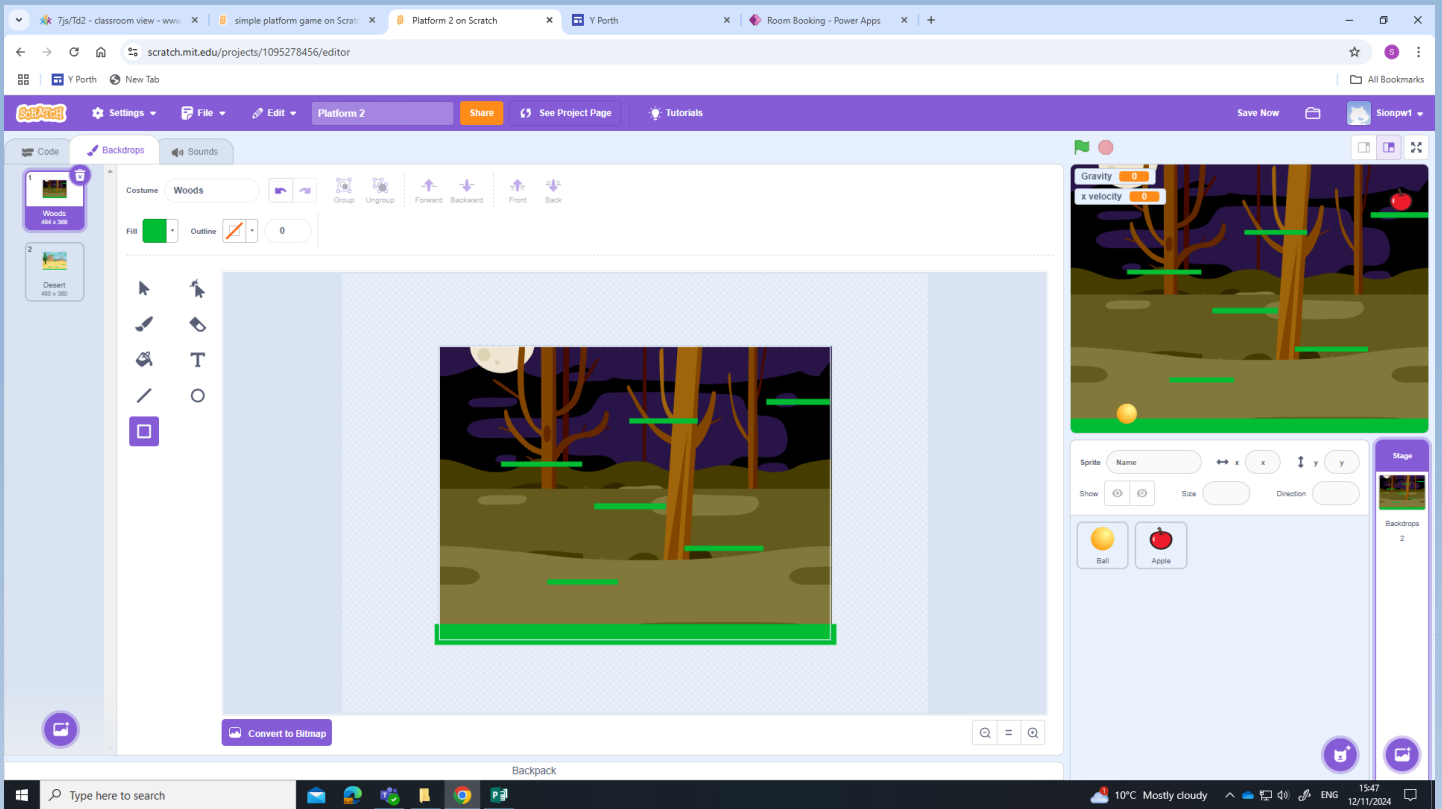
Dileu y sprite gwreiddiol. Dewis cefndir.

Delete the original sprite. Choose a backdrop.

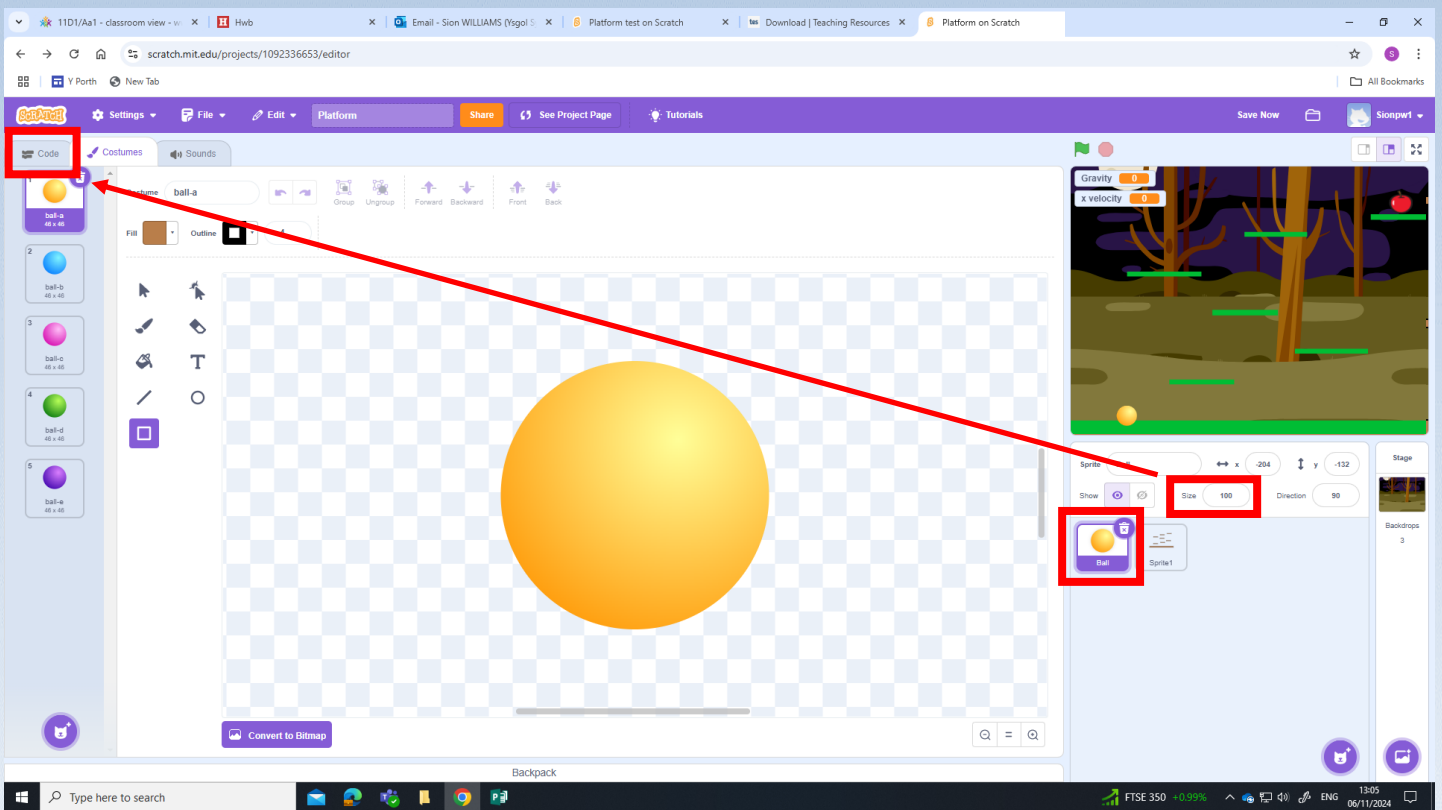


Dewisiwch Paint yn opsiwn Sprite. Yn fan hyn fyddwch yn creu y platform.

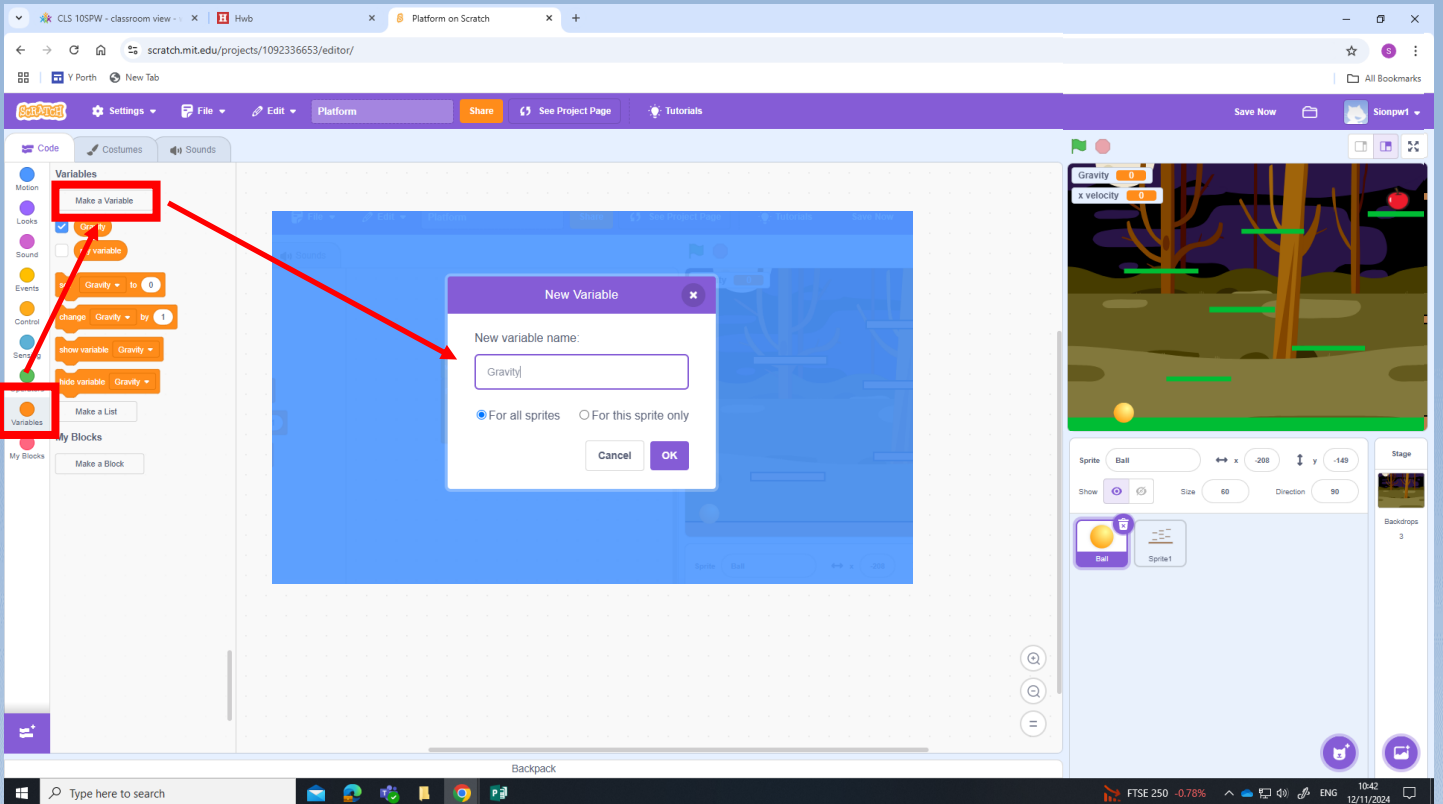
Choose Paint in the Sprite option. Here you will create the platforms.



Defnyddiwch 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.

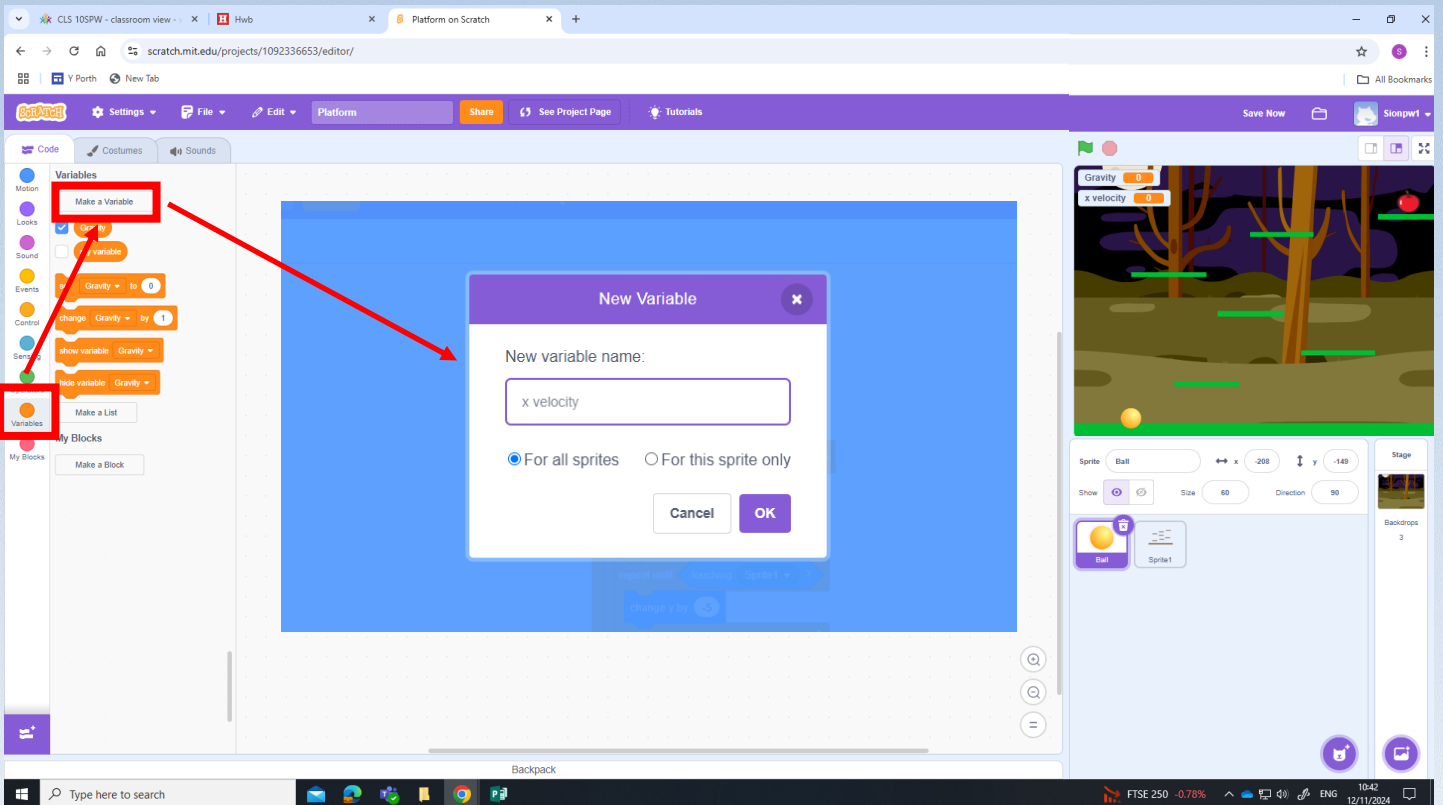


Dewisiwch y Sprite a newid y maint i maint addas. Wedyn mae angen mynd i code.
Choose the Sprite and change it to a suitable size. Then you need to go to code.



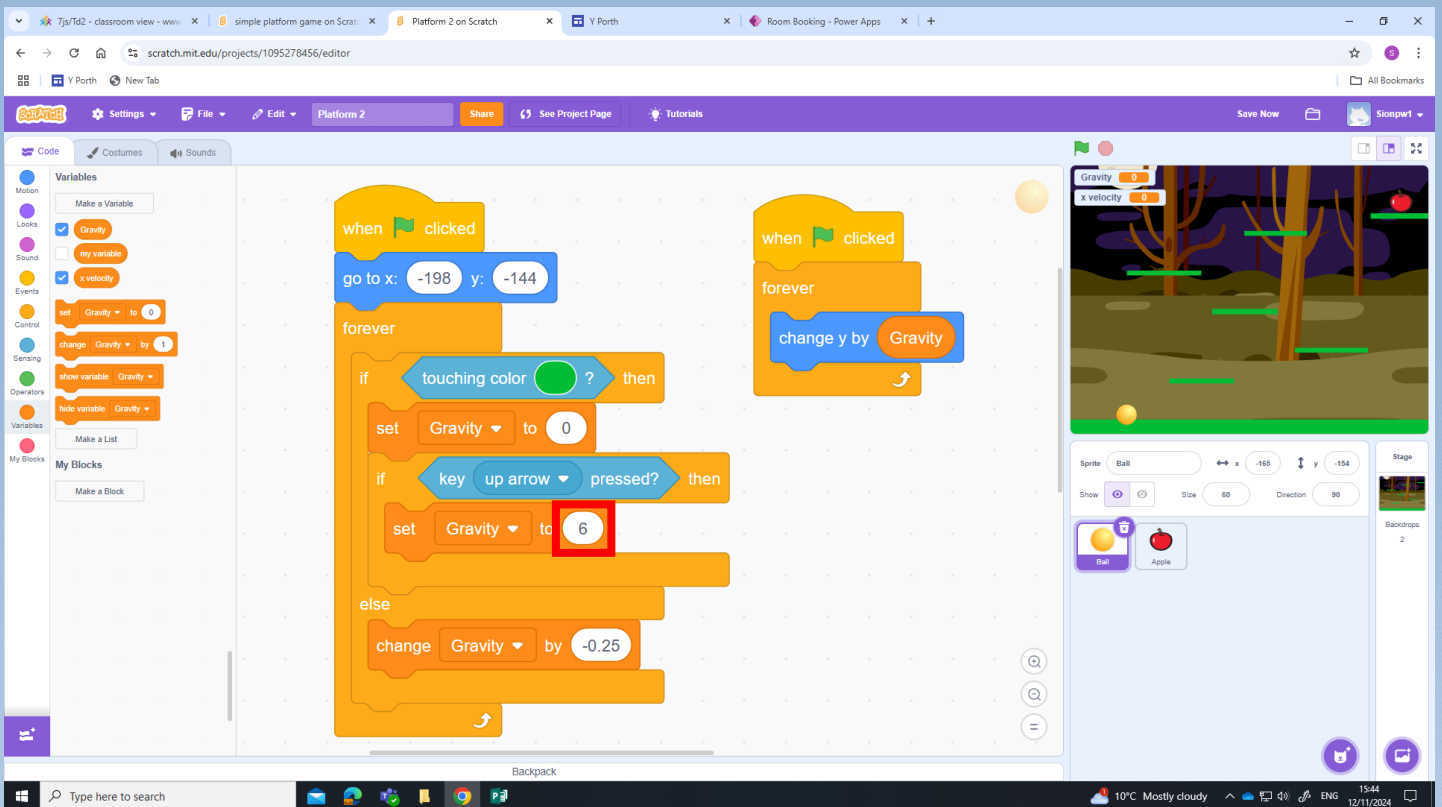
Dewisiwch Variables wedyn Make a Variable. Rhowch enw Gravity i hwn.

Choose Variables then Make a Variable. Call this Gravity.



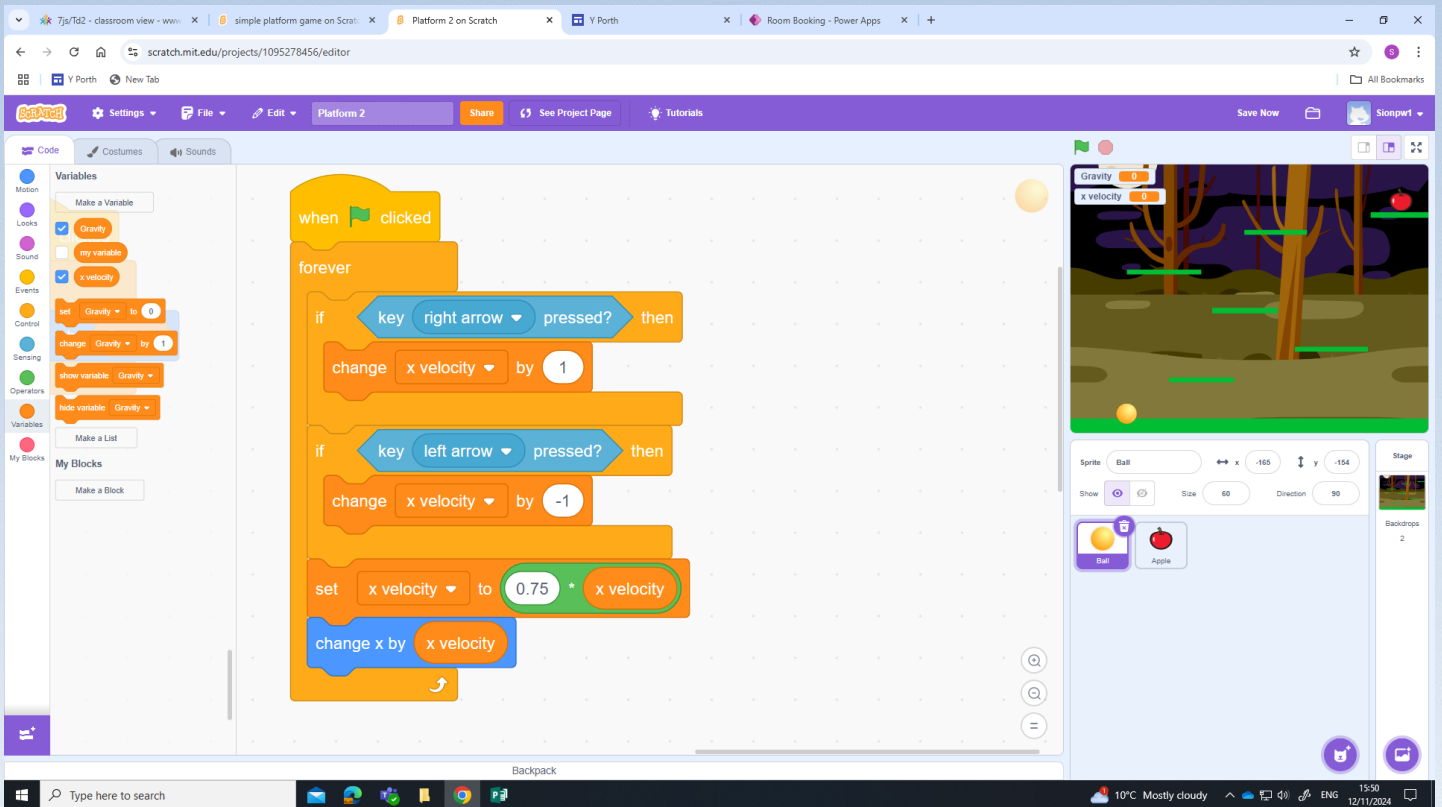
Dewisiwch Variables wedyn Make a Variable. Rhowch enw X velocity i hwn.

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



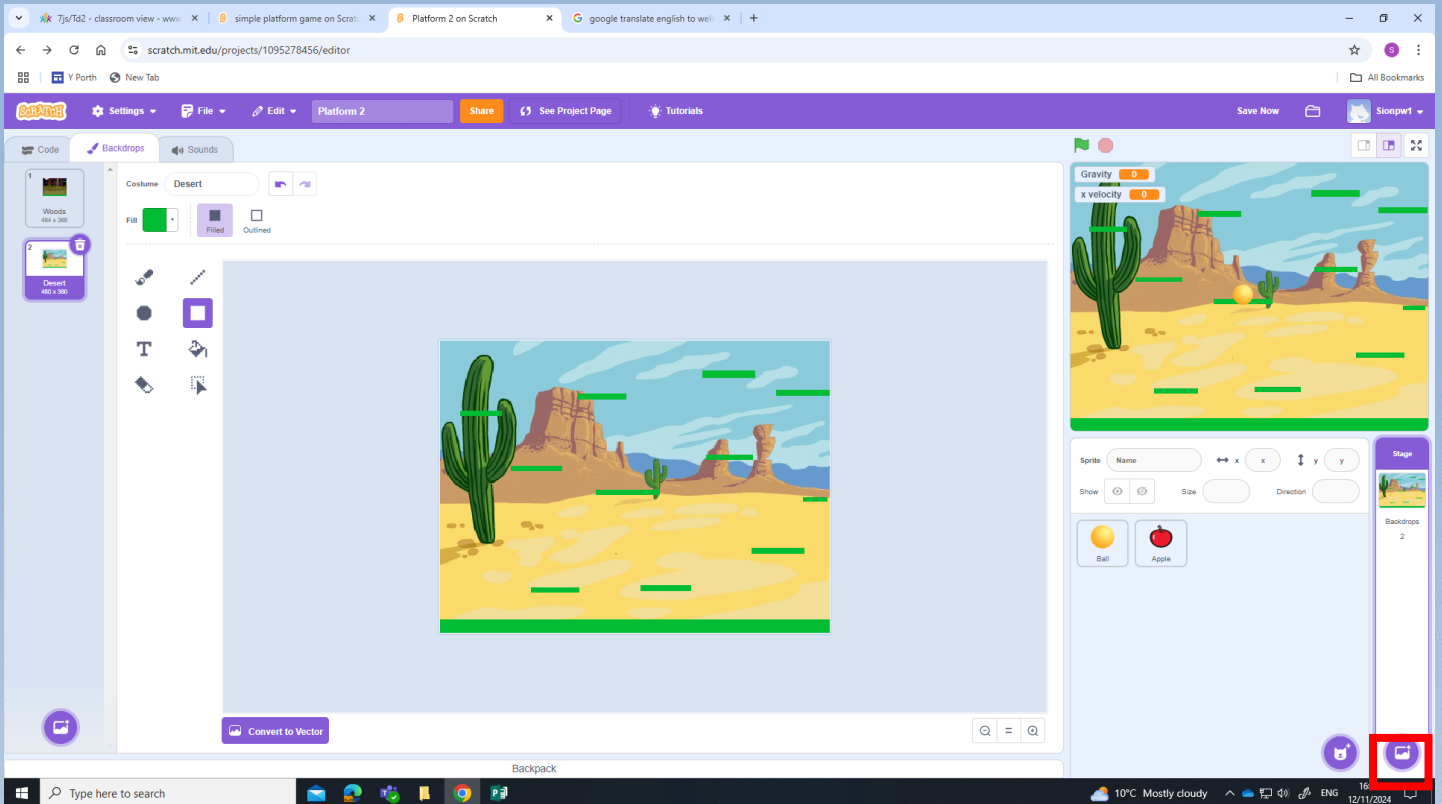
Mewnbwn y cod yma i wneud i'r Sprite neidio. Mae'n bosib newid y rhifau i newid uchder y naid.

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



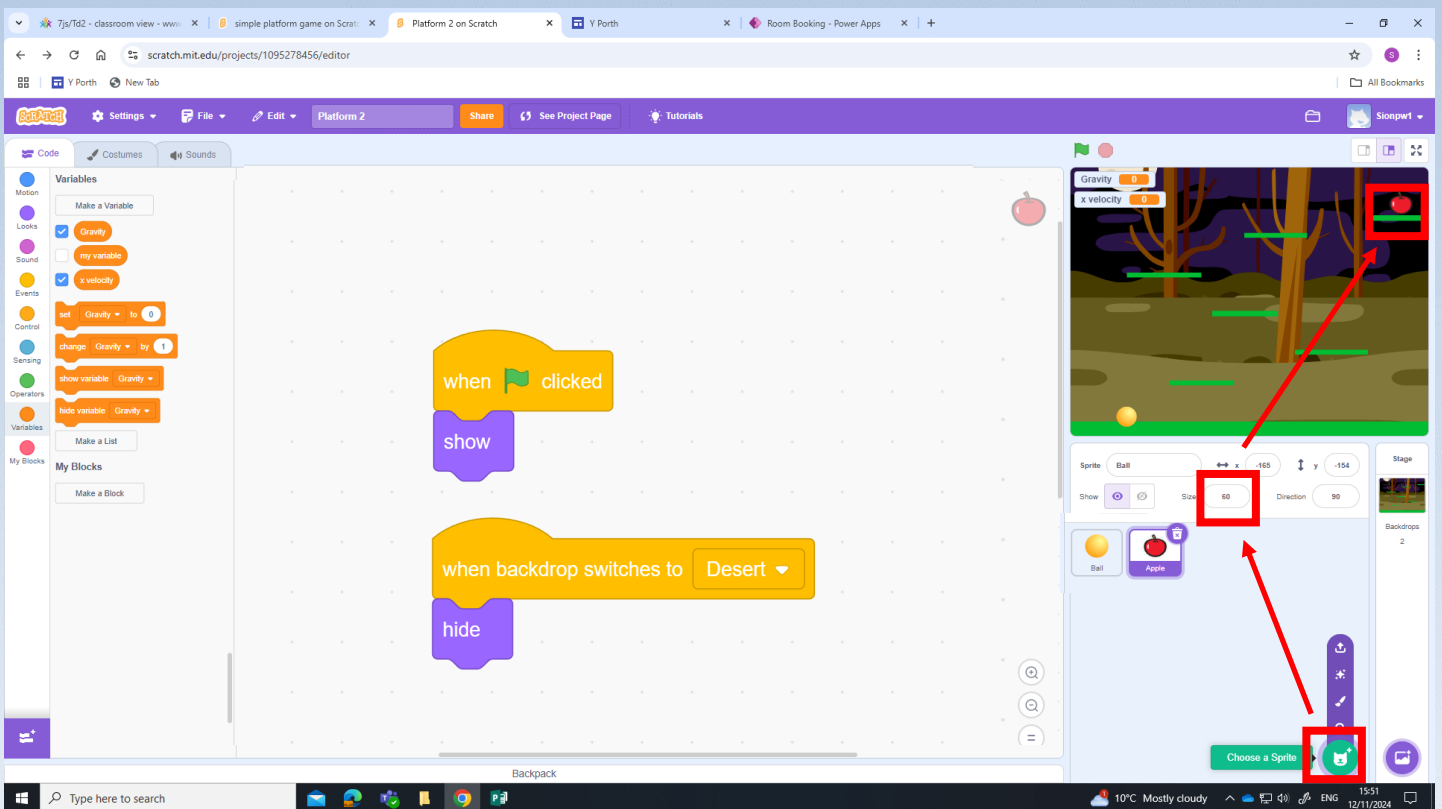
Mewnbwn y cod yma i wneud i'r Sprite symud. Mae'n bosib newid y rhifau i newid cyflymder.

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



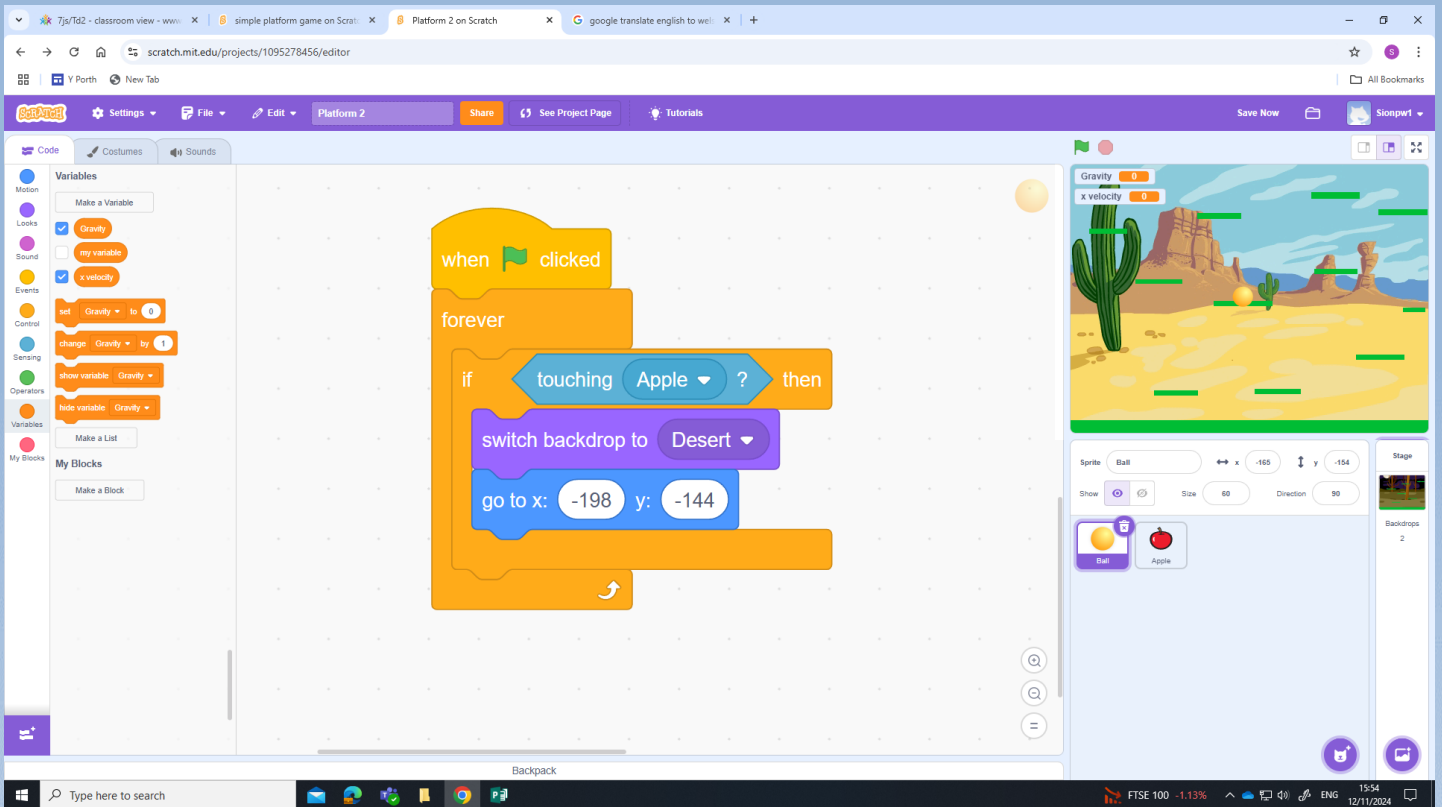
Dewisiwch cefndir Newydd a creu platform sydd mwy anodd na'r un cyntaf.

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



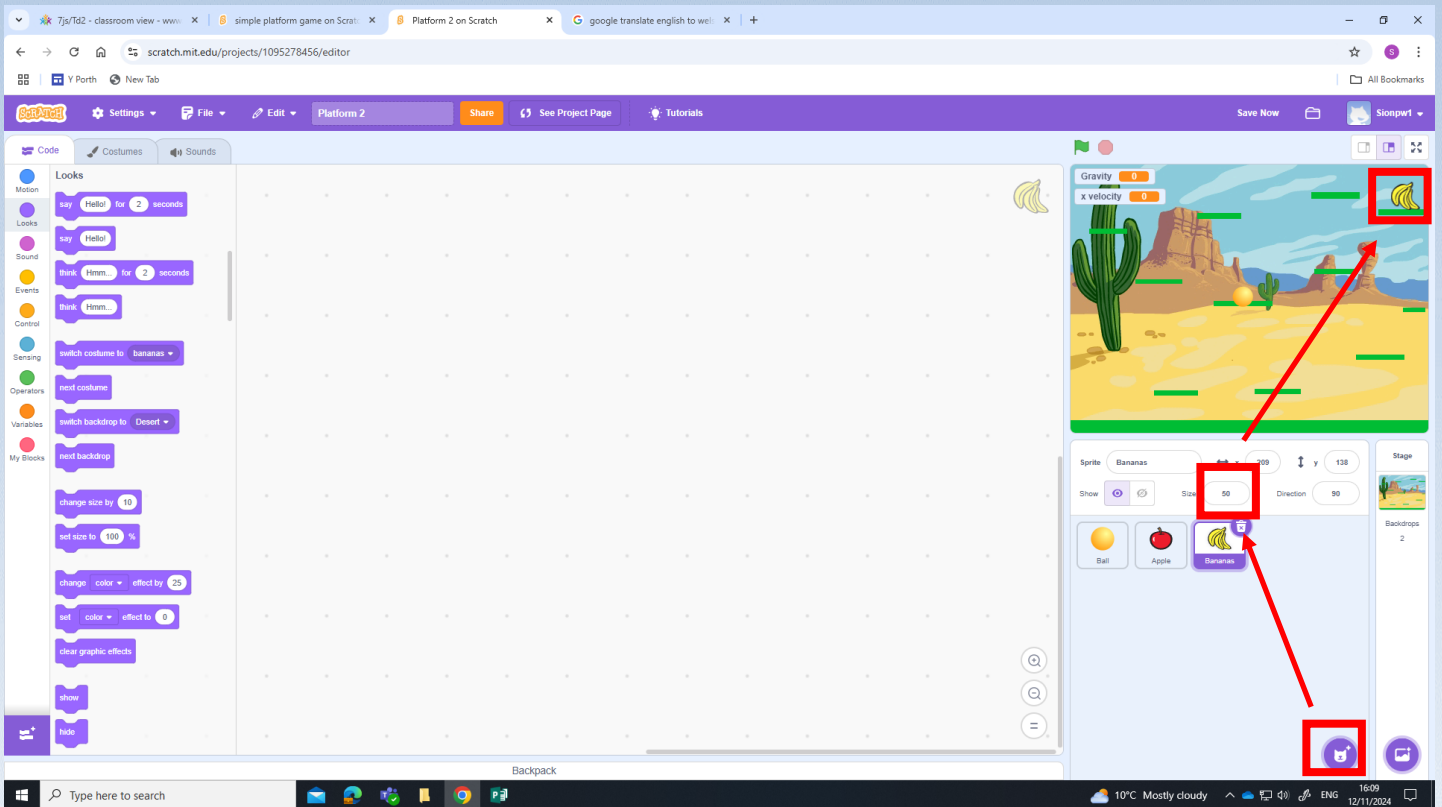
Dewisiwch Sprite fel yr amcan. Newid y maint a'i rhoi ar y platform. Ychwanegwch y cod yma.

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.



Dewsiwch 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.