

A Boolean is a type of variable that can be TRUE or FALSE.

1 set variable **keyCollected** to **false** ▾



Type the name of your variable here.

Insert a TRUE or FALSE CoBlock here to make the variable a Boolean.

1 set variable **lives** to **3**

An INTEGER is a type of variable that consists of whole numbers.



Insert a number CoBlock here to make the variable an INTEGER that you can count up or down.

1 ▶ When Play clicked
2 set variable **keyCollected** to **false** ▾
3 when **Key** ▾ is clicked
4 set variable **keyCollected** to **true** ▾

You can use a **when Key ▾ is clicked** CoBlock and change the status of your variable.

Want to see it in action? Scan the QR code!



Want to take it to the next level? Check out the **Change variable** card next!



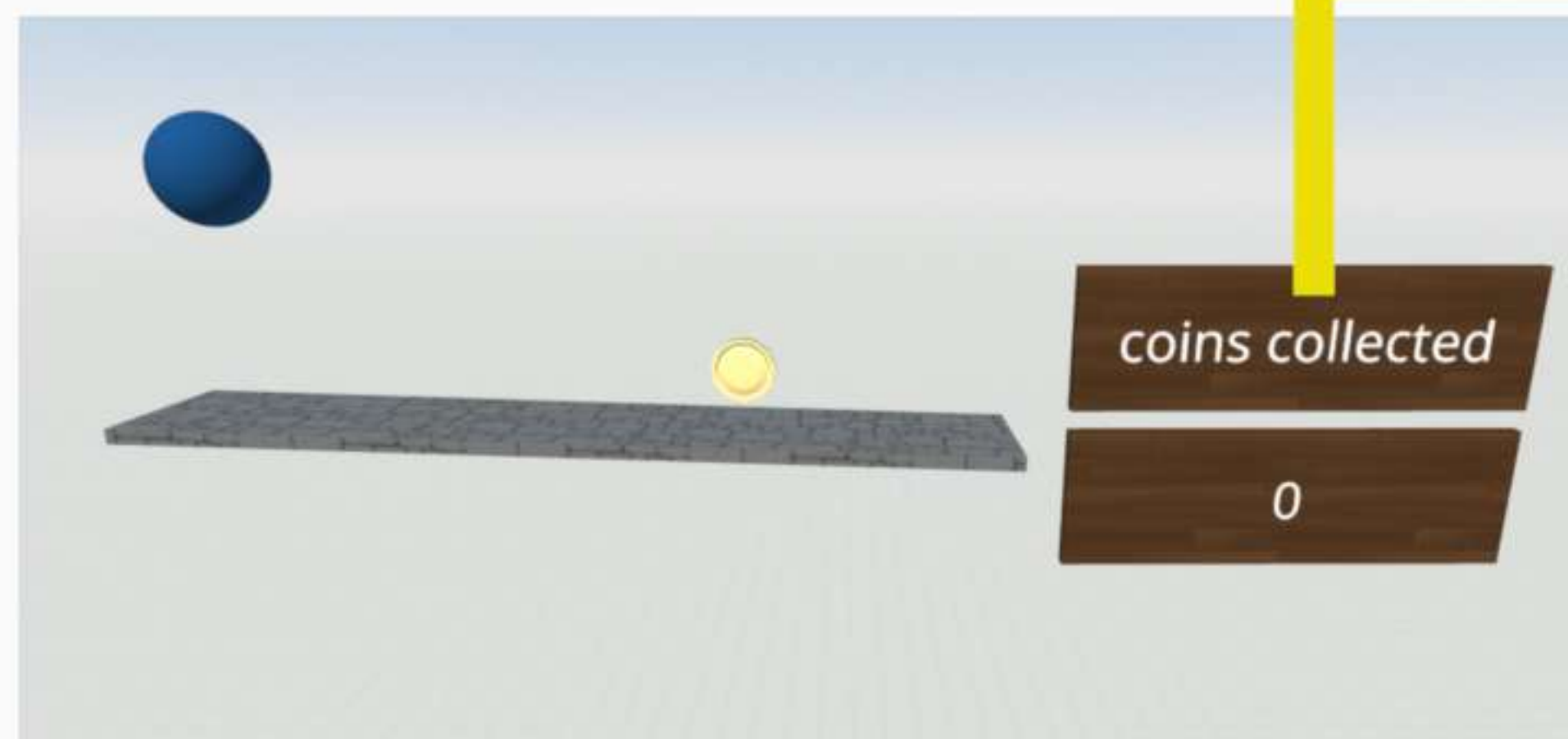
1 set text of **signText** to " Hello every... "

2

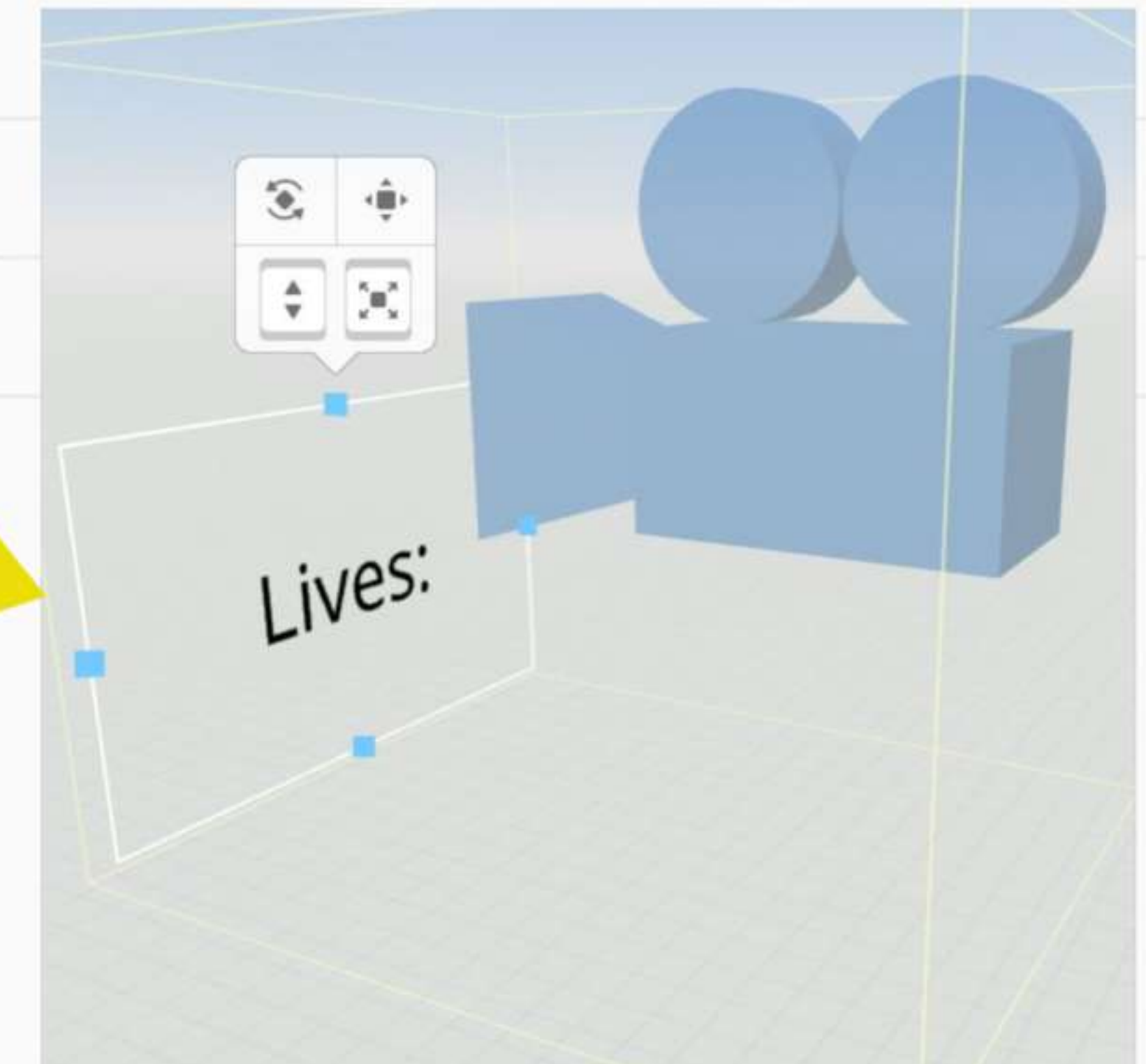
3

Set a variable into the CoBlock to display the coins you collect on the text sign.

set text of **coinsText** to **coins**



Attach a text to the camera to display information like a player's remaining lives.



Want to see it in action? Scan the QR code!

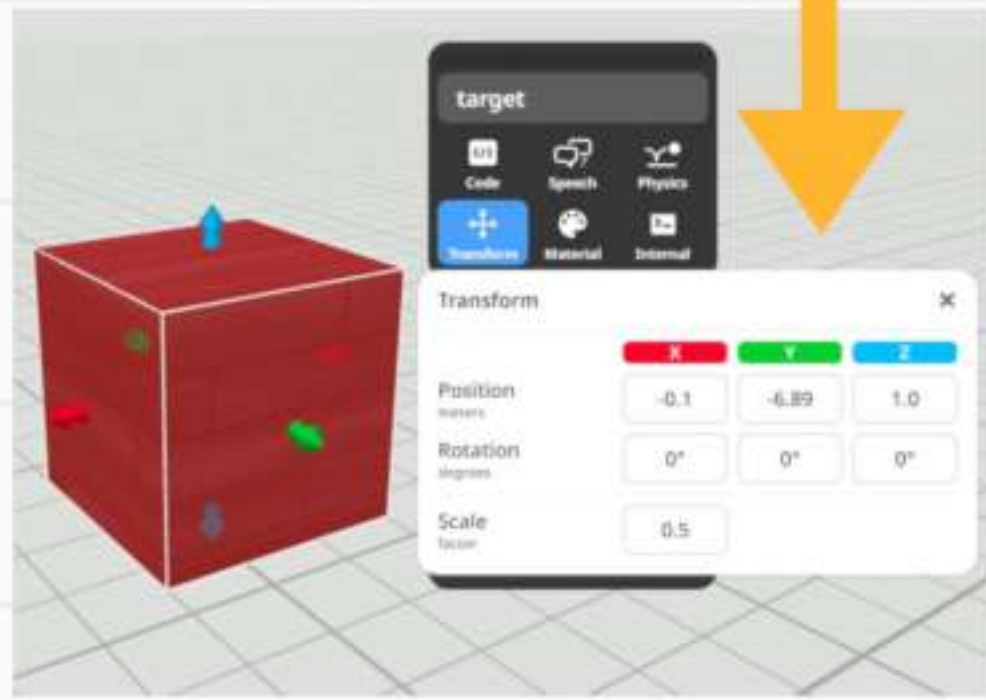


Want to take it to the next level?
Check out the **Create string** card next!

set position of **no items** ▾

to x: 0 y: 0 z: 0

Choose your item from the dropdown menu.



Open the Transform menu of any other objects to find out the coordinates you need.

```
1 When Play clicked
2 when Lava ▾ collides with Player ▾
   enter:
3   set position of Player ▾
   to position of Start ▾
   exit:
```

You can use this CoBlock together with a **when no items ▾ collides with no items ▾** CoBlock, to move your Player back to the starting line once it collides with the lava floor.

position of **no items** ▾

This CoBlock works well with the **set position of no items ▾** CoBlock. You can move one object to the same position as another.

set position of **Player** ▾

to position of **target** ▾

Want to see it in action? Scan the QR code!



Want to take it to the next level? Check out the **Set variable** card next!


1 ▶ When Play clicked


2 run separately

3 move Platform_1 2 meters forward in 5 sec.


4 turn Casual boy clockwise by 180° in 1 sec.

The Run separately CoBlock isolates a part of your code from the rest.



If you don't place the  CoBlock into the  one, the code coming afterwards will need to wait 10 seconds before being executed.

Imagine it like this:

The part of code inside the  CoBlock is running in a different gear than the remaining code.

run separately

forever

move Platform_1 1 meters forward in 1 sec.

move Platform_1 1 meters backward in 1 sec.

run separately

move Casual girl 10 meters forward in 10 sec.

1 ▶ When Play clicked

2 run separately

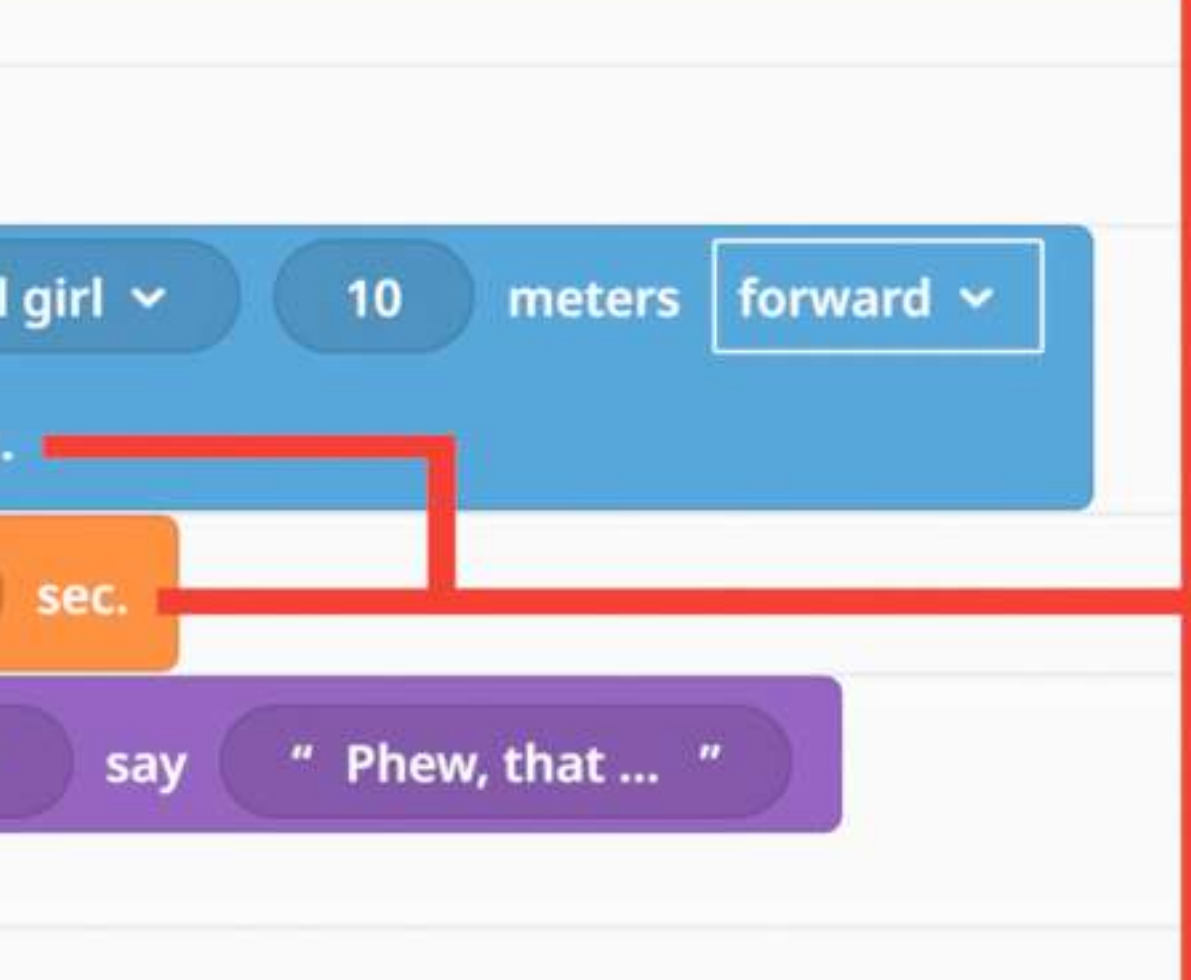
3 turn Casual boy clockwise by 180° in 8 sec.

4 run separately

5 move Casual girl 10 meters forward in 10 sec.

6 wait for 3 sec.

7 Casual girl say " Phew, that ... "



If your CoBlocks have different runtimes you might want to run them separately.

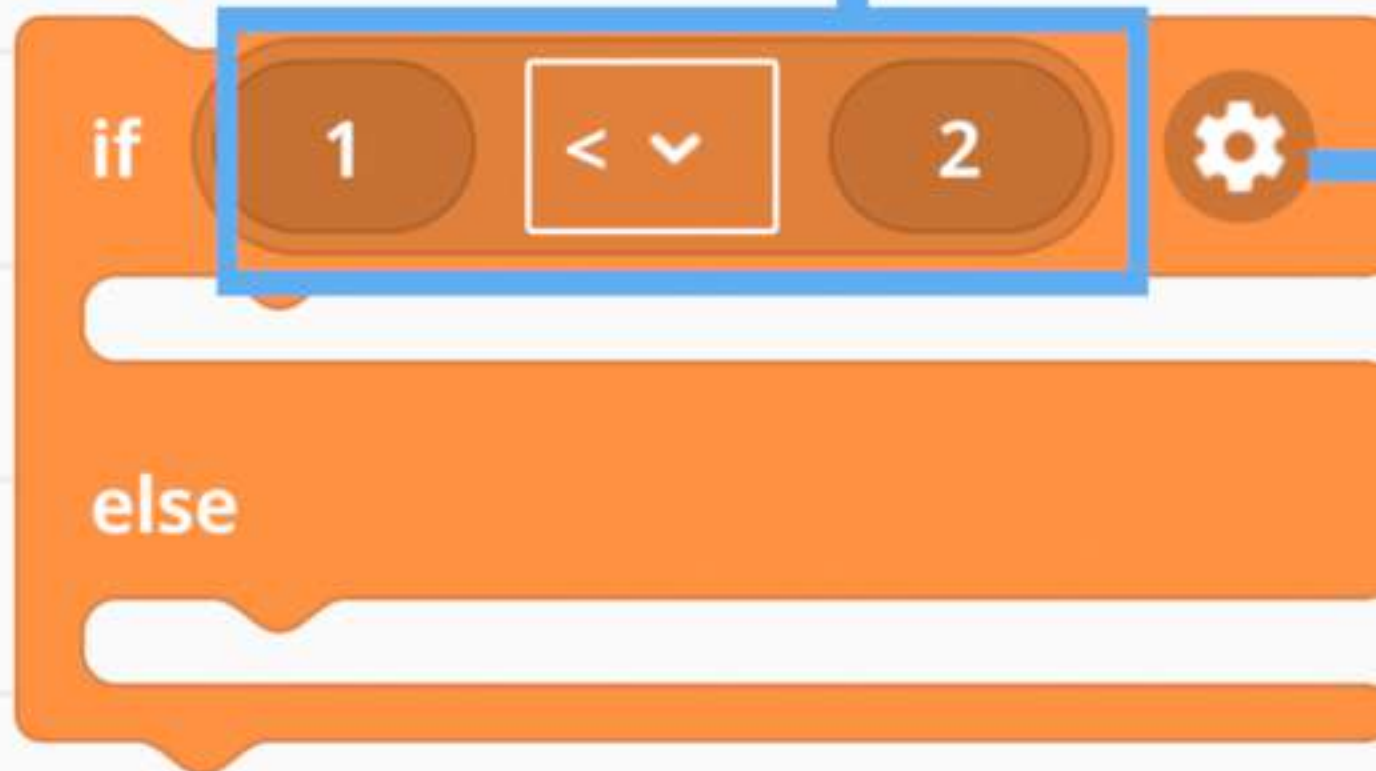
Want to see it in action? Scan the QR code!



Want to take it to the next level? Check out the **If / else** card next!

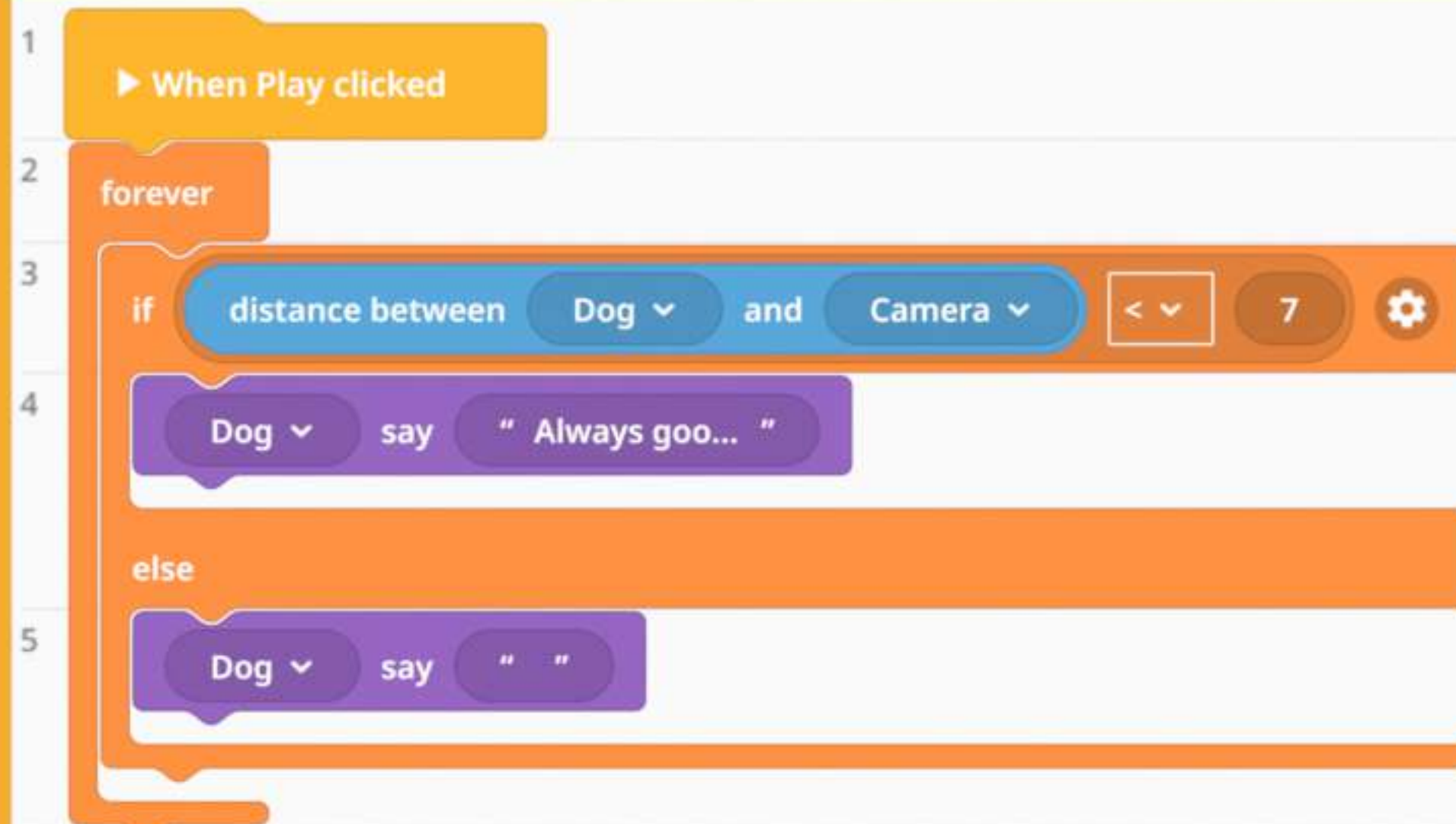
Define the condition you want to test here. In this case, $1 < 2$ is TRUE, so any CoBlock you place under the condition is going to be executed.

Use this CoBlock to test if a condition is true.



Click on the settings icon to add more ELSE cases.

If your condition is FALSE, any CoBlock you place under the ELSE field is going to be executed.



If you want to test a condition (for example the distance between objects) constantly, you'll have to place it into a **forever** CoBlock.



Insert a variable into your **if** CoBlock to test if it is TRUE.

You can use this to open a door if the condition is true or define what happens if it is not.

Want to see it in action? Scan the QR code!



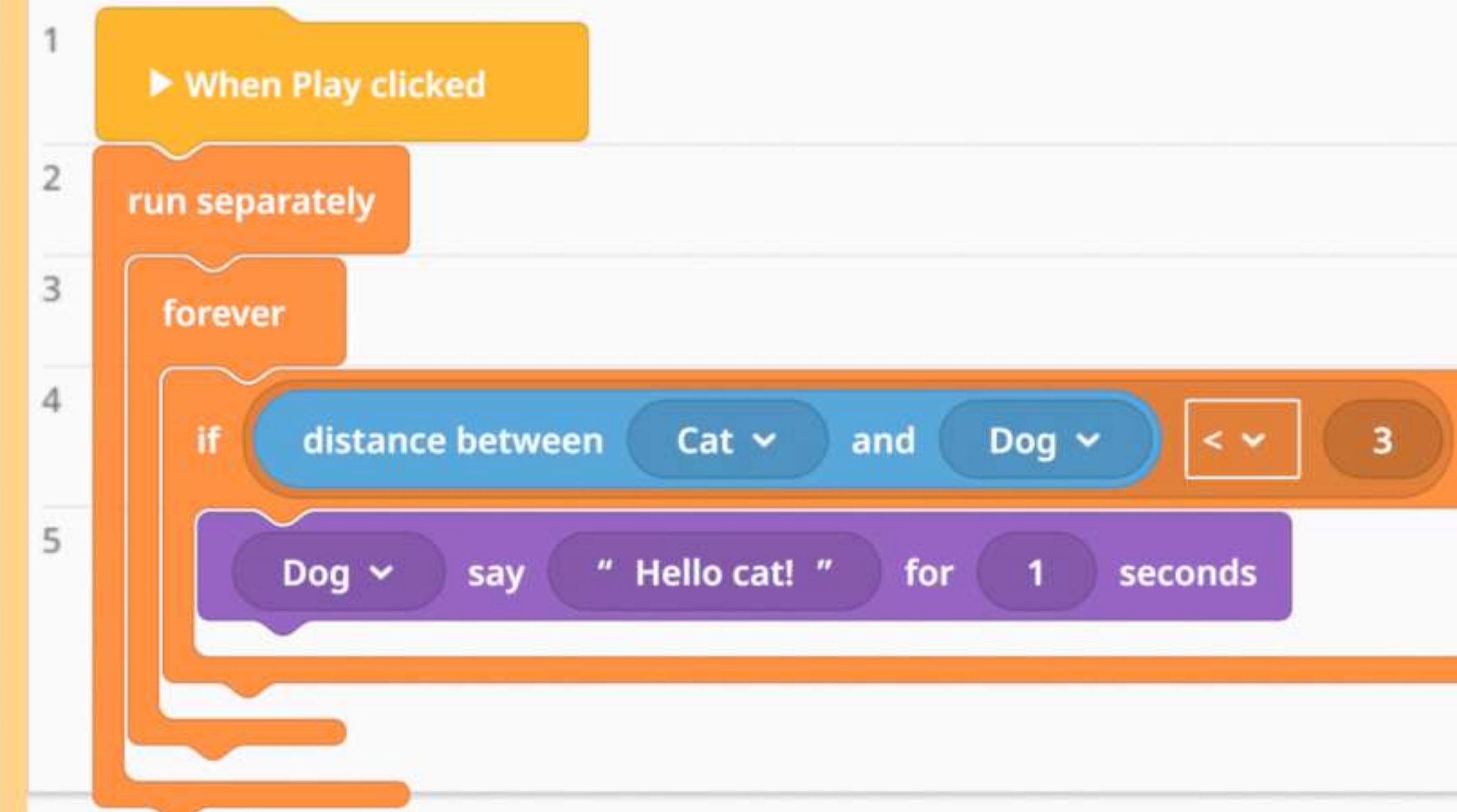
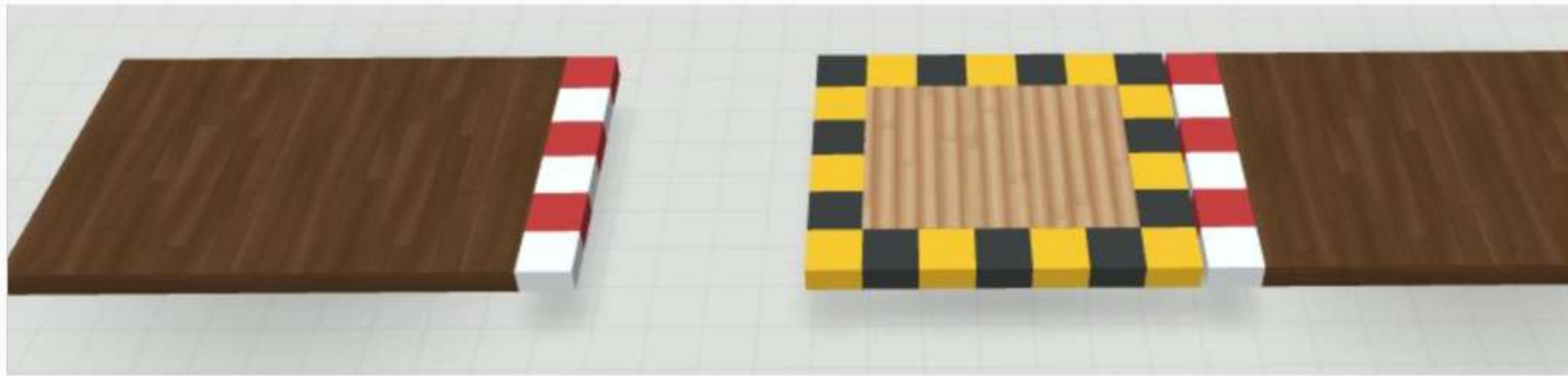
Want to take it to the next level? Check out the **Collision** card next!



Use this CoBlock if you want to repeat an action forever!



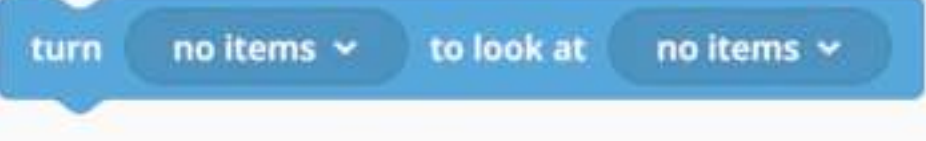
Everything inside this CoBlock gets repeated forever.

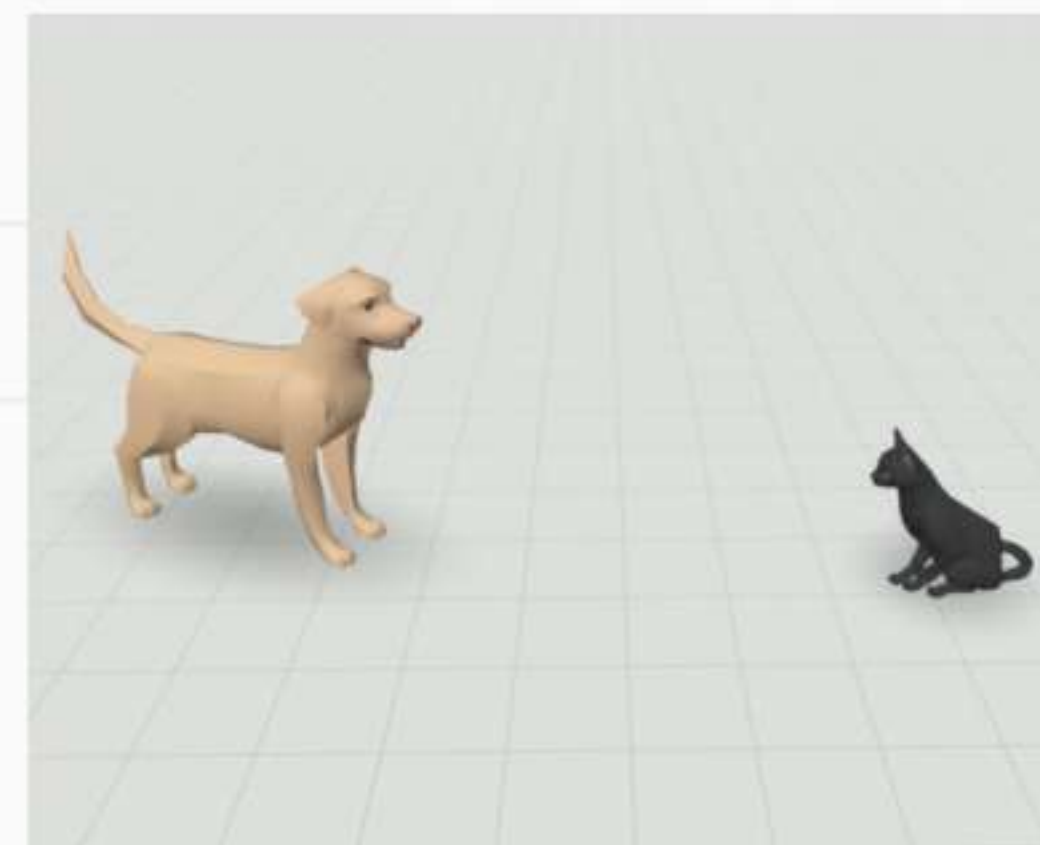
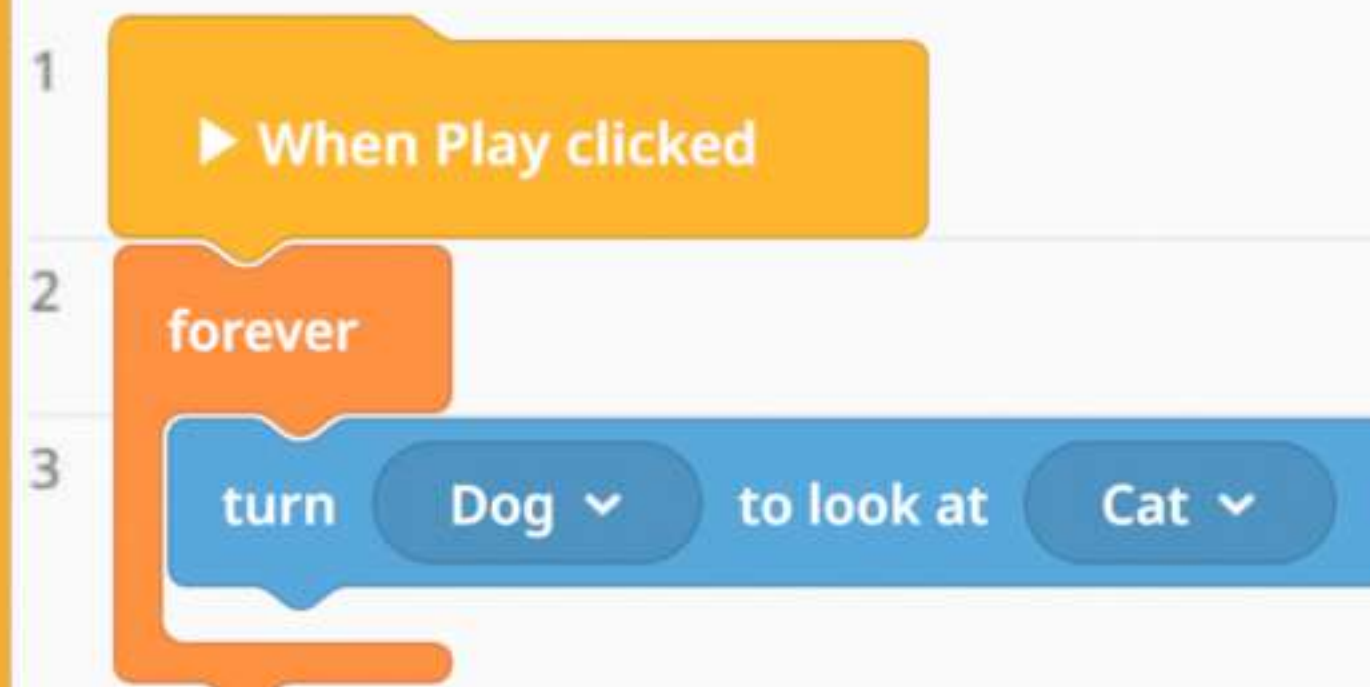


Keep in mind that the  CoBlock will run forever, therefore the code that comes afterwards will never be reached. To have it executed, place it inside a  CoBlock.

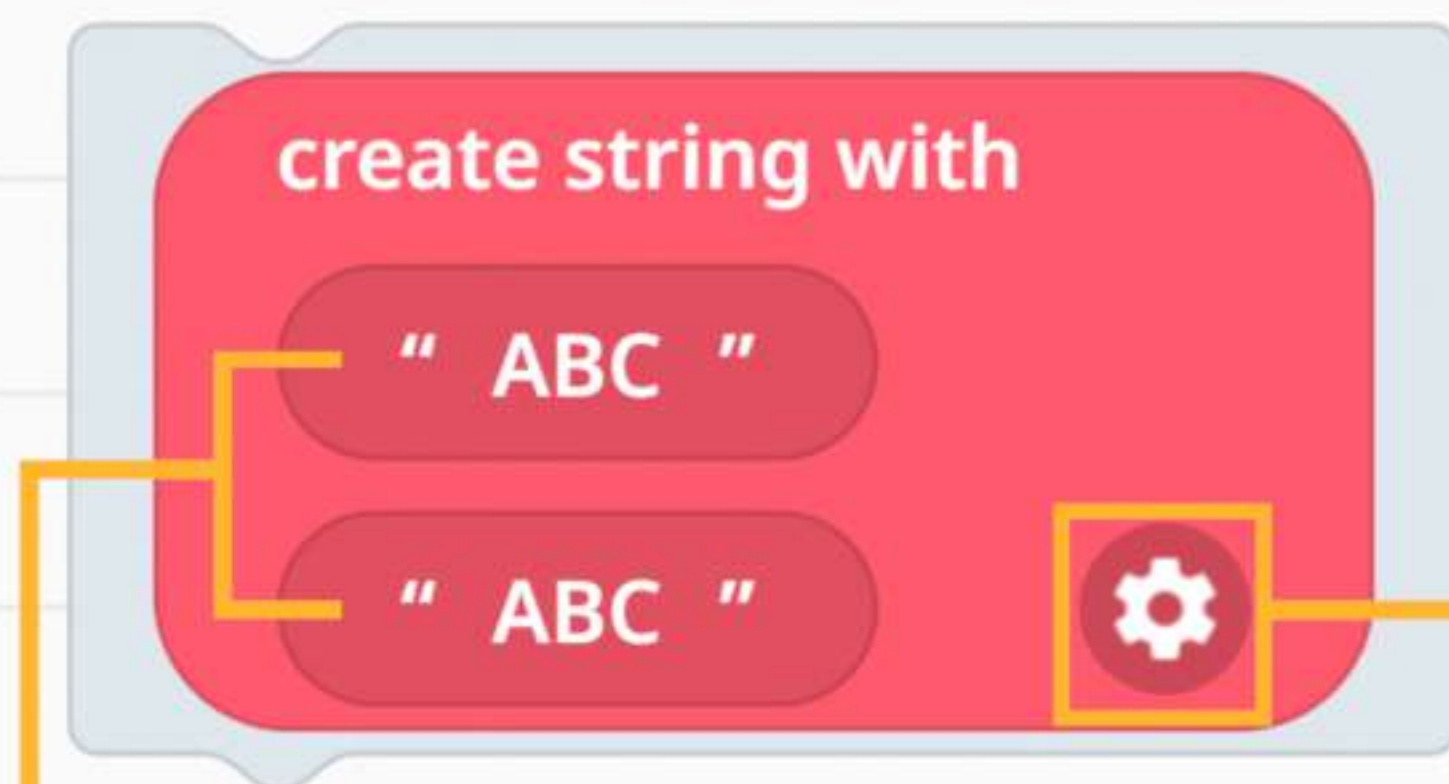
Want to see it in action? Scan the QR code!



Some CoBlocks can be executed constantly, for example in this  CoBlock, the dog will look at the cat all the time.



Want to take it to the next level?
Check out the
Create copy card next!



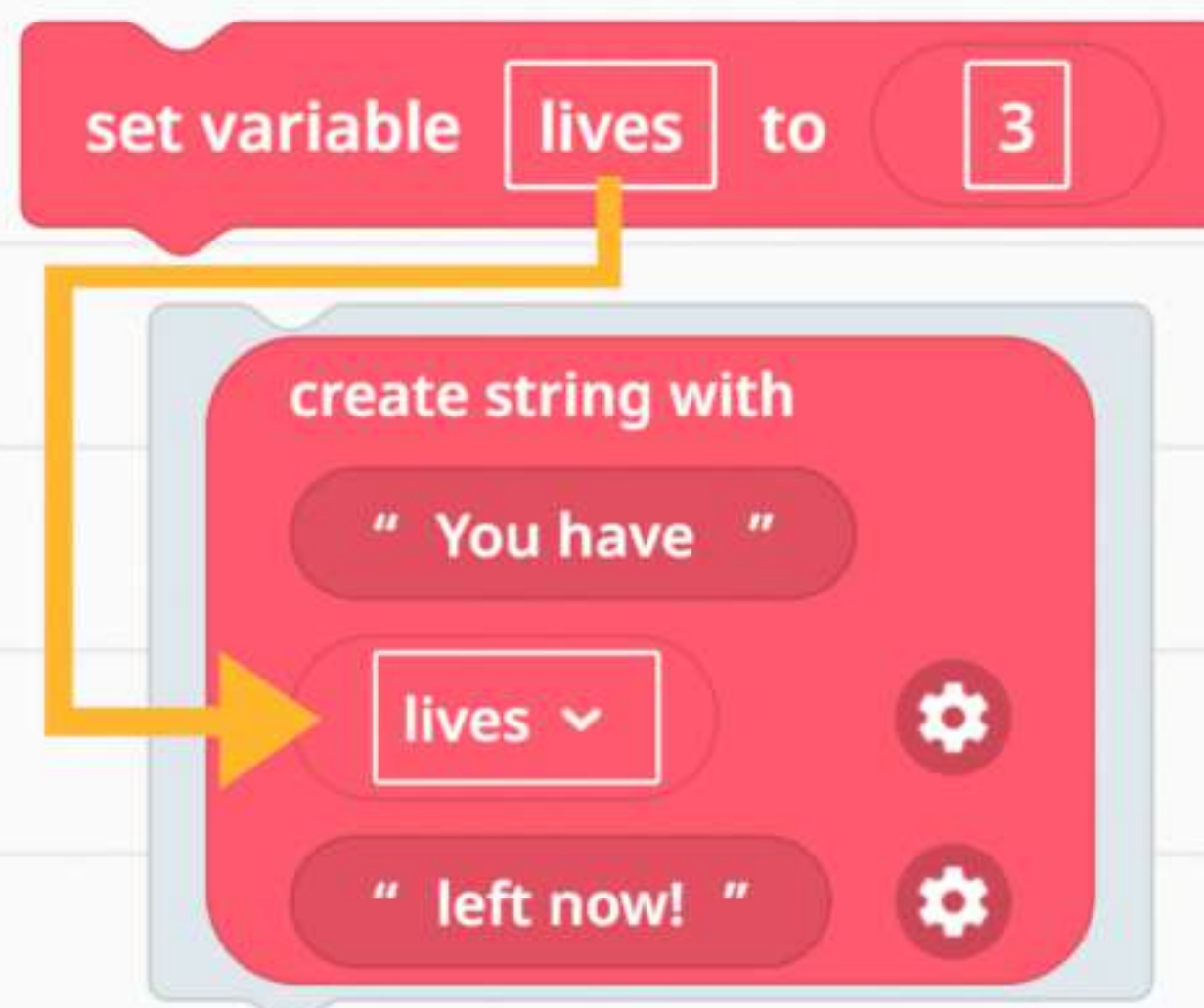
This CoBlock needs to be placed into another CoBlock, it can't be used by itself.



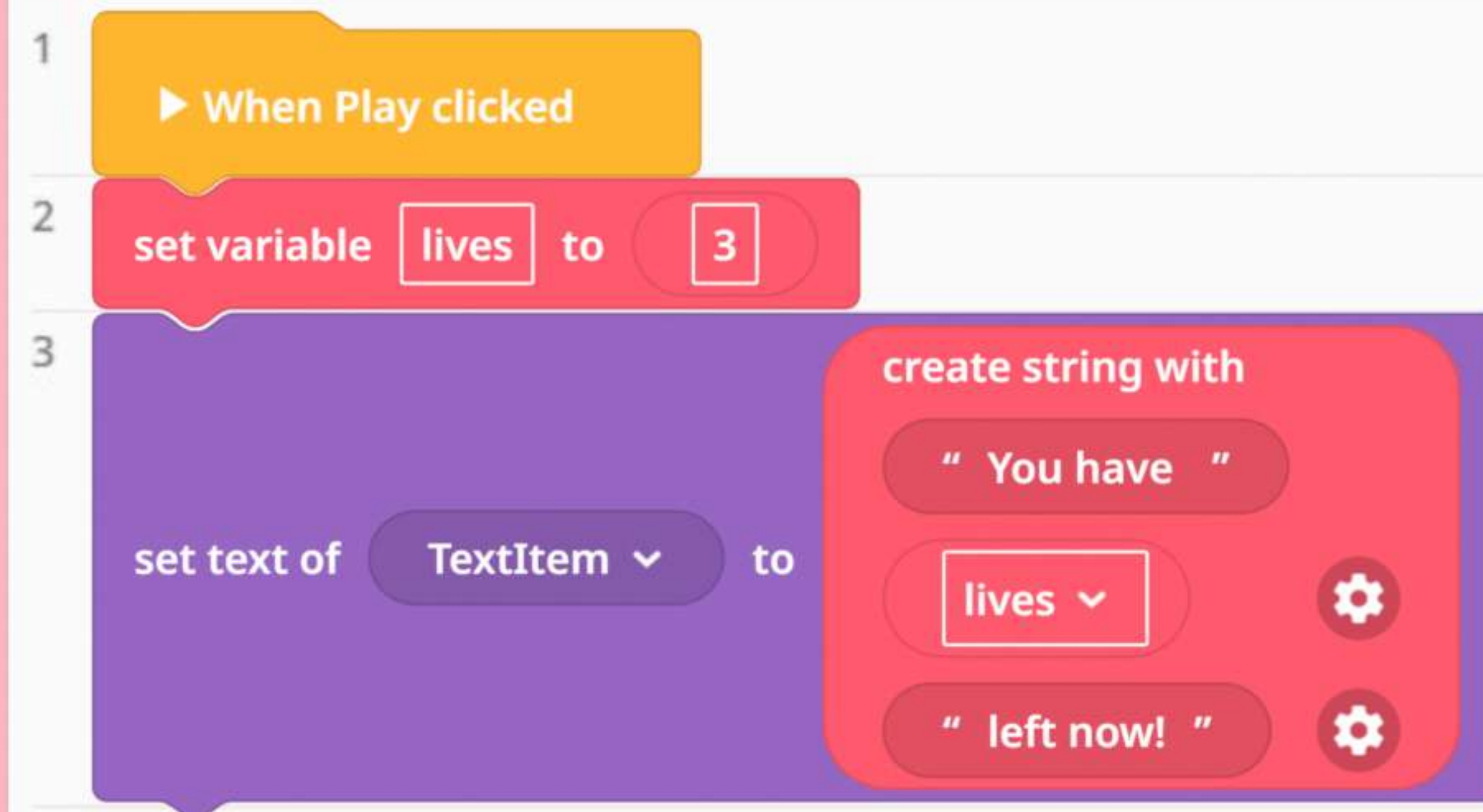
This CoBlock is used to create a line of signs that can be used as text output.

Enter your text in these two lines.

Click on the settings icon to add more text lines.



Place a variable here to display your remaining lives in the text sign.



Insert your **create string with** CoBlock into a **set text of no text items to** CoBlock to output a properly formatted text into a textfield.

Want to see it in action? Scan the QR code!



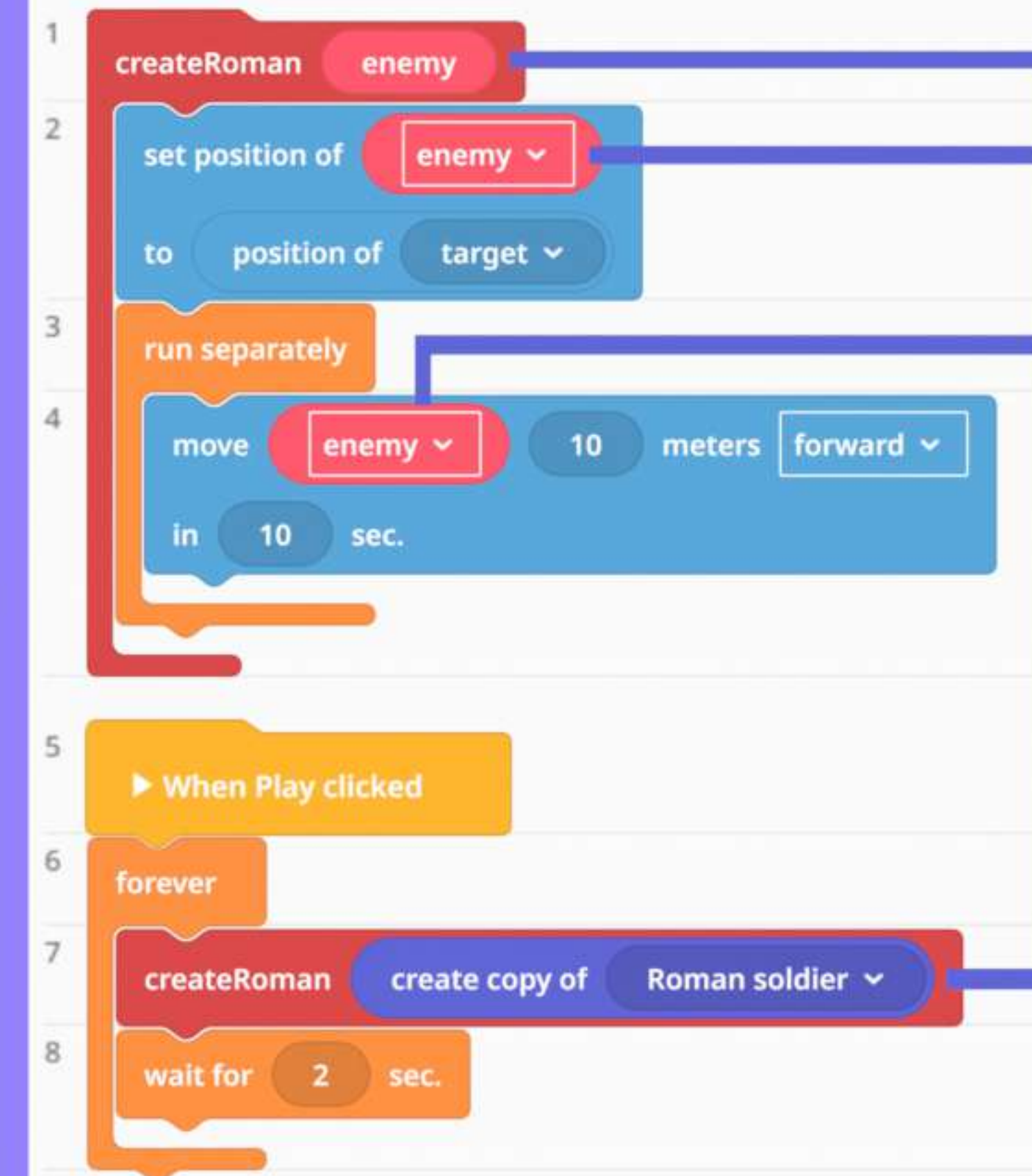
Want to take it to the next level?
Check out the **Forever** card next!

1 create copy of Roman soldier ▾

This CoBlock needs to be placed into another CoBlock, it can't be used by itself.



Choose the object or the group of objects you want to copy from the dropdown menu. This will create a full copy, including all attached items.



Level up your soldiers and create your own Roman army with this simple function!

↑
The copy of the Roman soldier is used in the function above.

Want to see it in action? Scan the QR code!

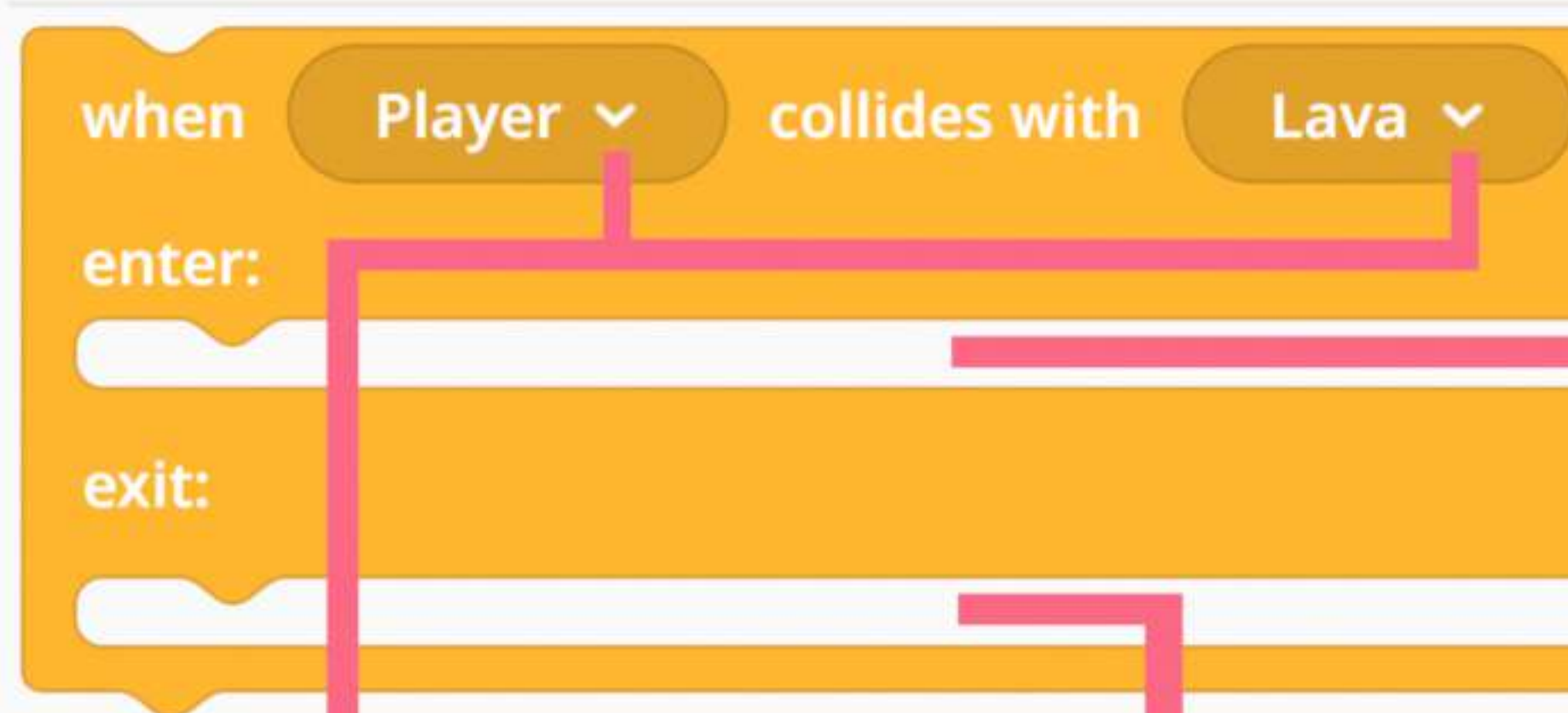


1 set position of create copy of Roman soldier ▾
to x: 0 y: 0 z: 0

Place this CoBlock inside another block. For example, use the set position of no items ▾ CoBlock to define where the copy should be positioned.



Want to take it to the next level? Check out the **Run separately** card next!



The yellow CoBlocks are called Event handlers.

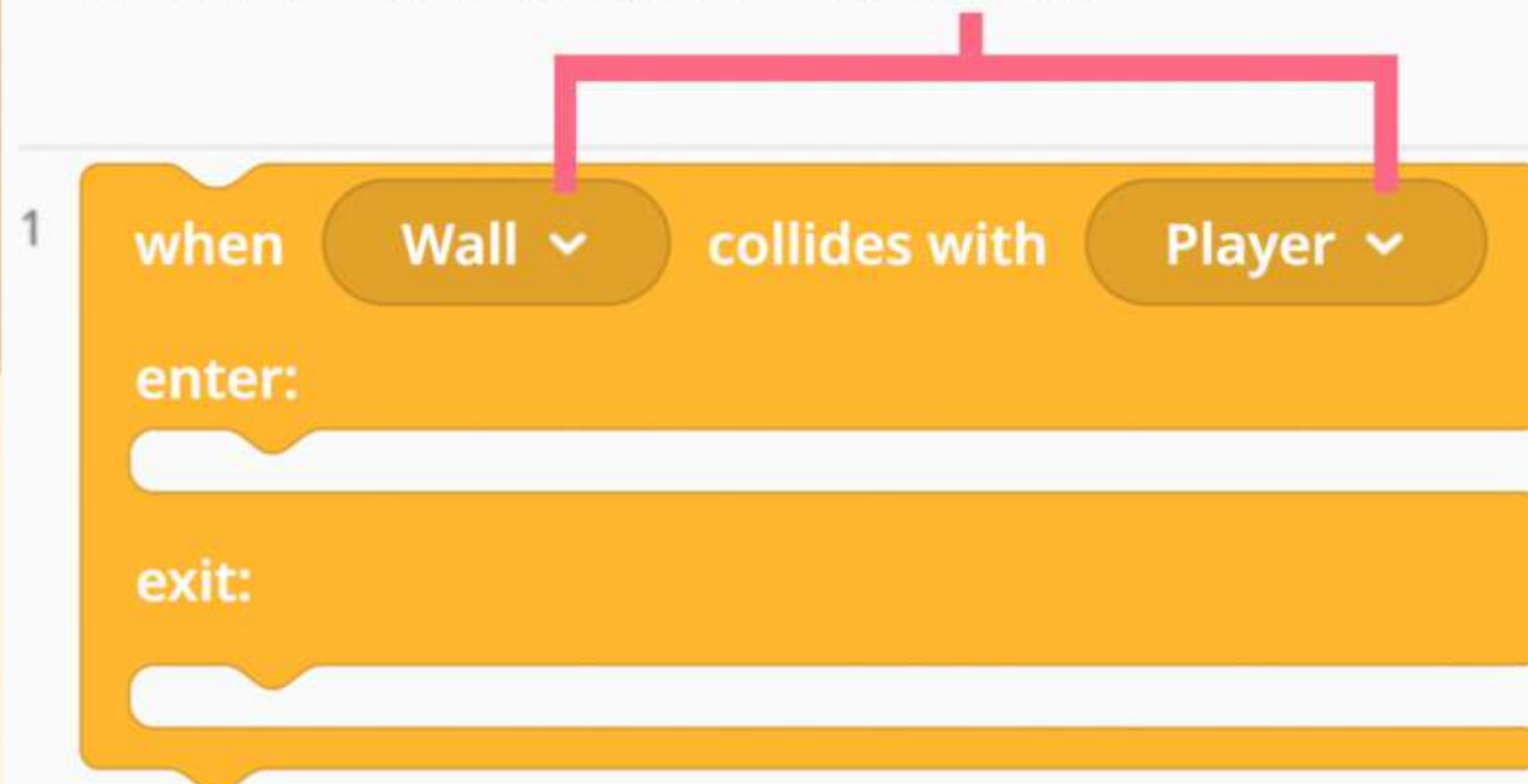


Choose your two objects from the dropdown menu.

Define what will happen when the two objects collide.

Define what will happen when the collision between the two objects ends.

When you have an object, for example the Player, collide with multiple objects, you need to reverse their order in the CoBlock.



Event handlers like this CoBlock will overwrite themselves when placed in a row.

Reverse the order of your objects to make your code work.

Want to see it in action? Scan the QR code!



Want to take it to the next level? Check out the **Set position** card next!

1 set variable Hits to 0 Initialize your variable.

2 Give a name to your variable.

3

4 Insert a number CoBlock here.

1 When Play clicked

2 when Target is clicked

3 change Hits by 1

Select a value to determine how much your value will count up on each click.

Whenever you click your target object, your variable "Hits" will increase by 1.



1 When Play clicked

2 set variable lives to 3

3 when Player collides with Floor

4 enter: change lives by -1

exit:

You can also count your variable down to keep track of your remaining lives in a game.

Want to see it in action? Scan the QR code!



Want to take it to the next level? Check out the **Set text** card next!