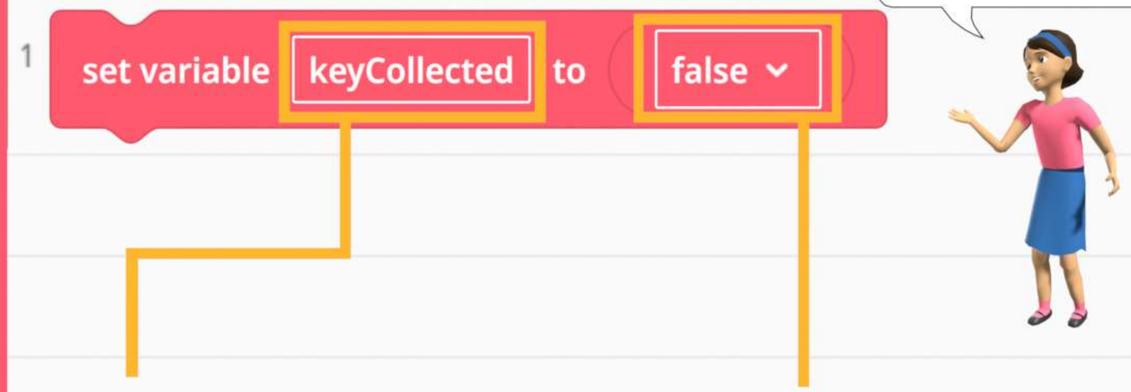
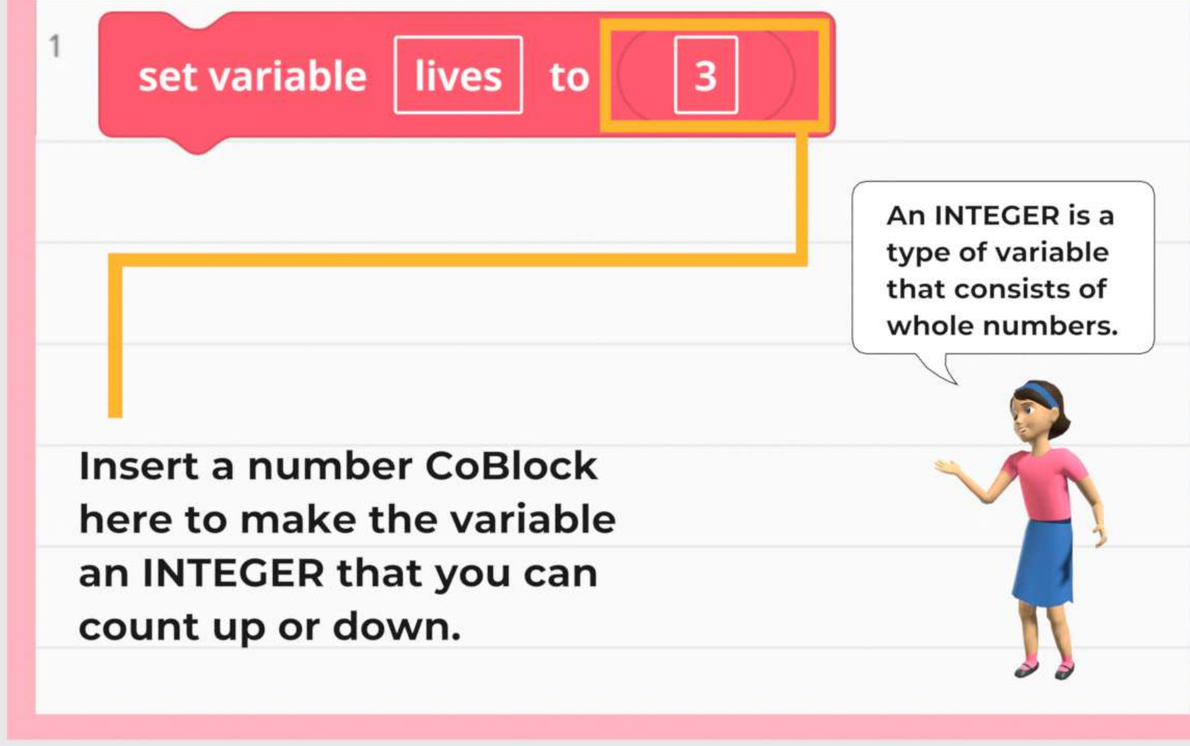
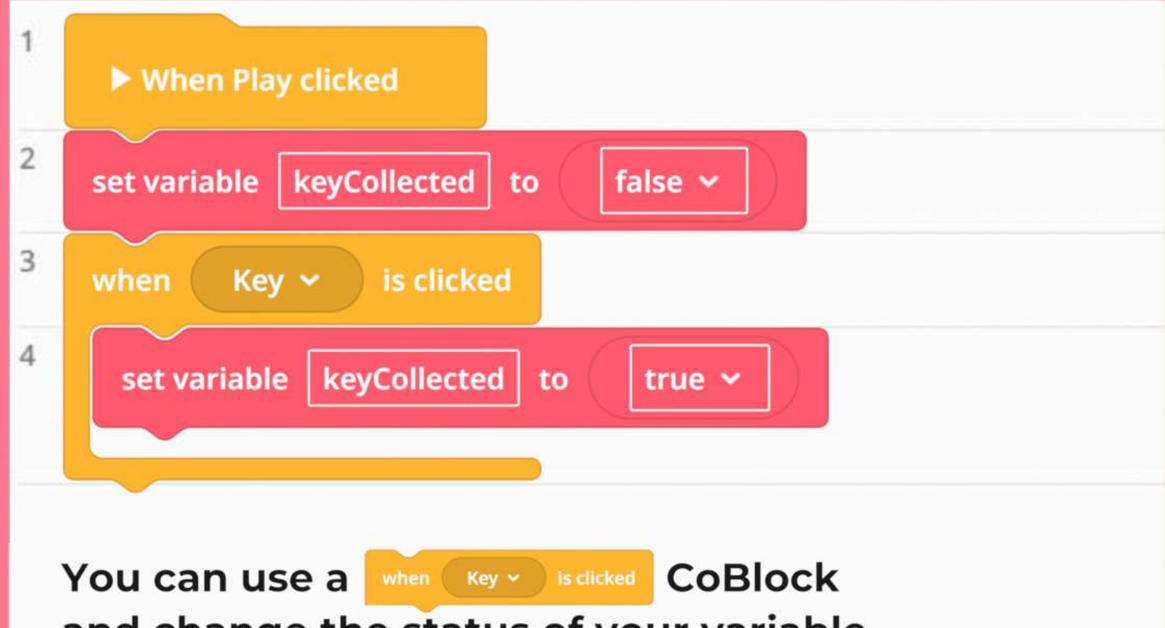
delightex edu

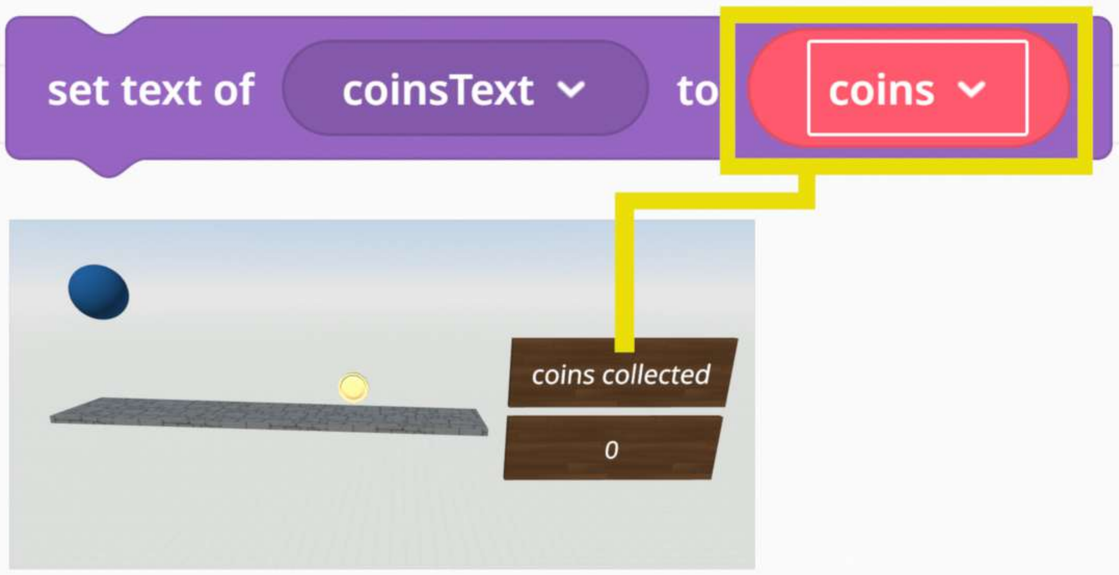




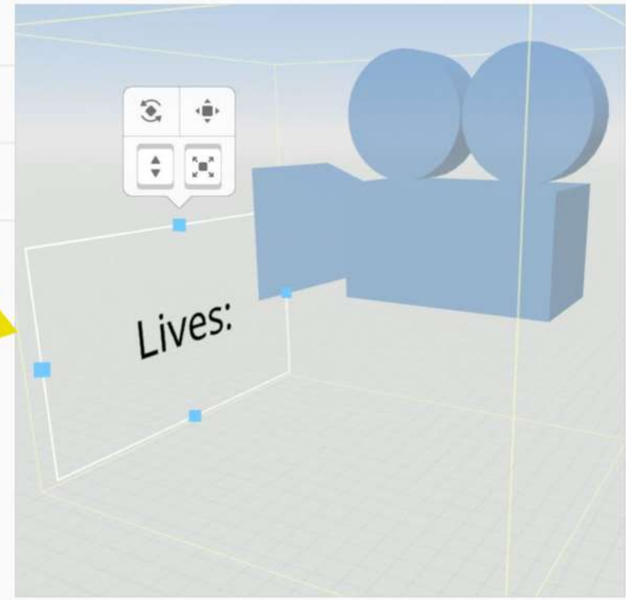


Want to take it to the next level?
Check out the
Change variable card next!

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



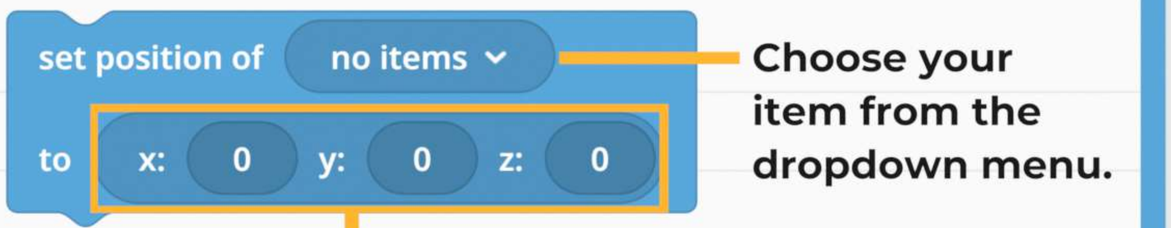
Attach a text to the camera to display information like a player's remaining lives.



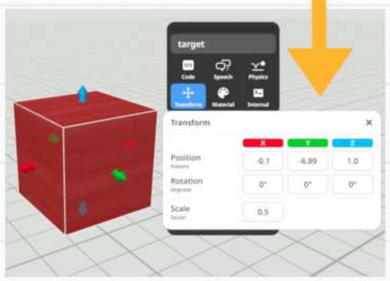
Want to see it in action? Scan the QR code!

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

delightex edu



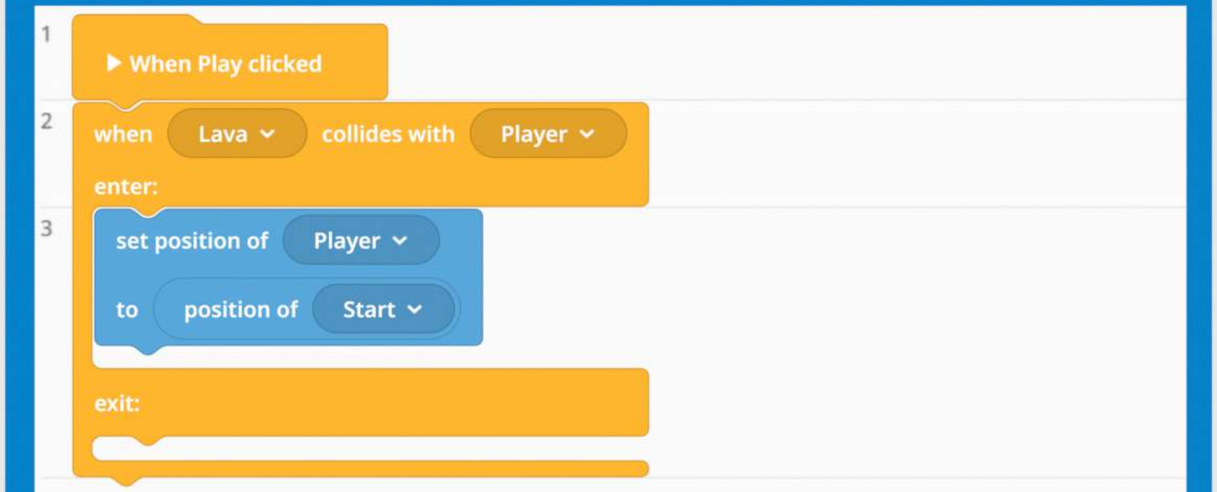
Choose your item from the dropdown menu.



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

This CoBlock works well with the 

CoBlock. You can move one object to the same position as another.



You can use this CoBlock together with a 

CoBlock, to move your Player back to the starting line once it collides with the lava floor.

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!

delightex edu

```
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 `move no items 1 meters forward / in 1 sec.` CoBlock into the `run separately` one, the code coming afterwards will need to wait 10 seconds before being executed.

Imagine it like this:

The part of code inside the `run separately` 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.

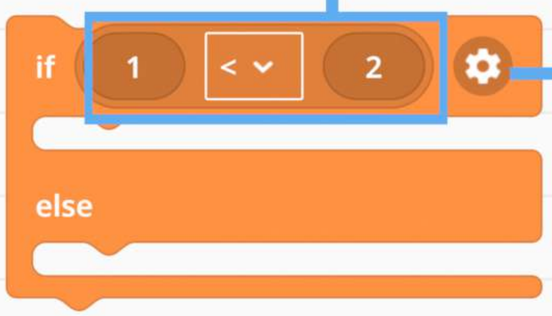
Want to see it in action? Scan the QR code!

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

delightex edu

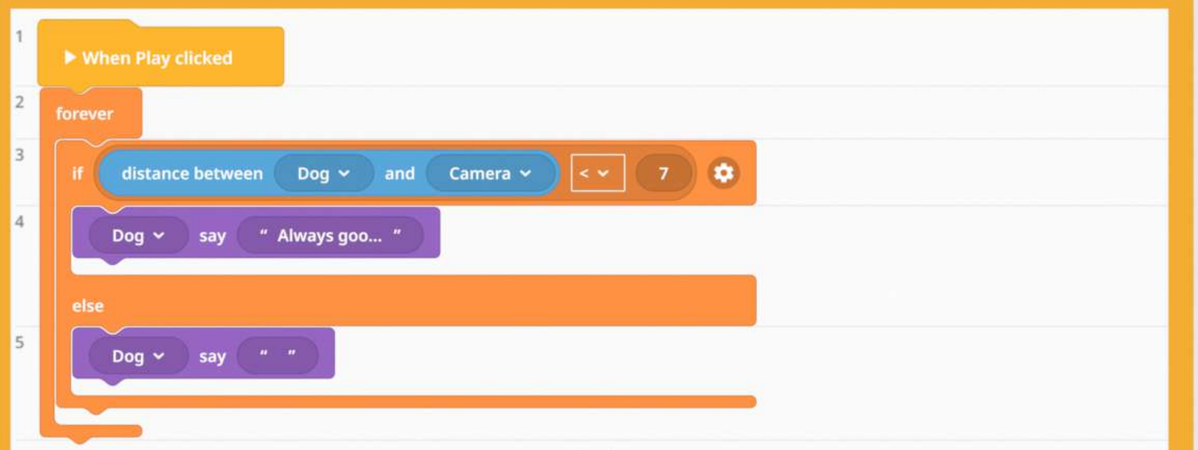
Use this CoBlock to test if a condition is true.

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.

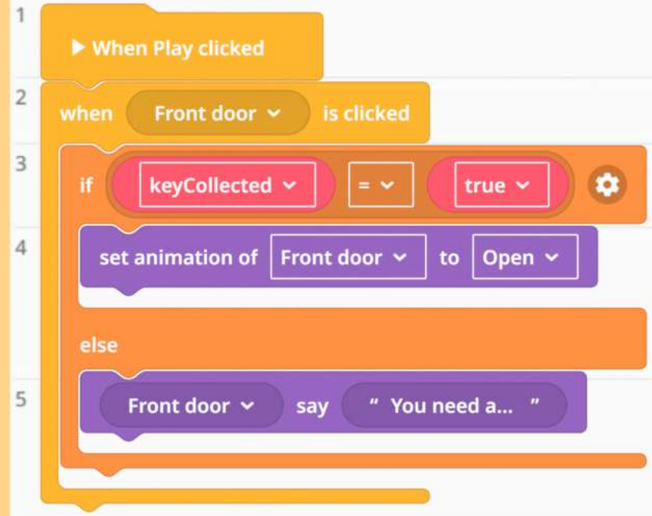


Click on the settings icon to add more ELSE cases.

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.



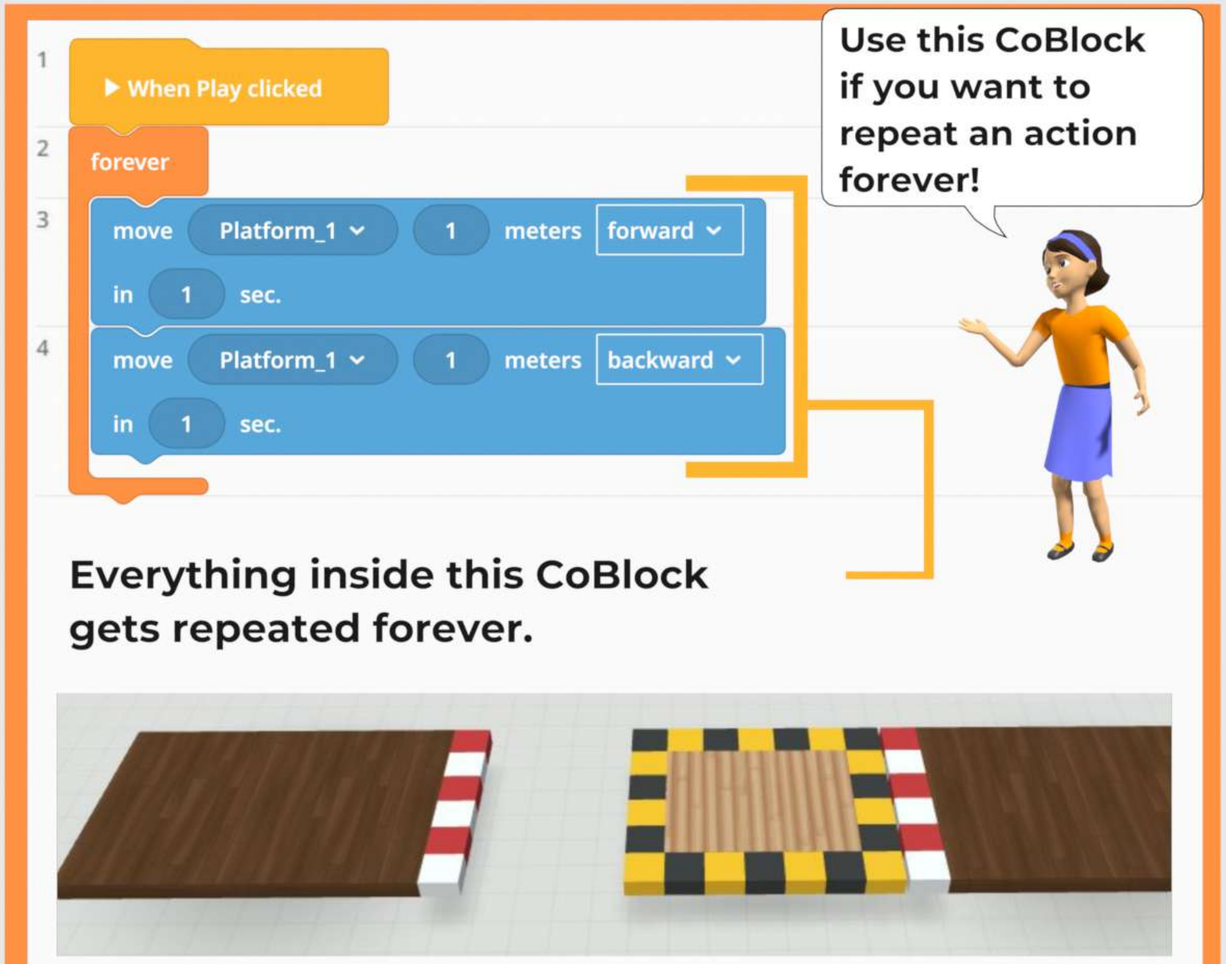
Insert a variable into your  CoBlock to test if it is TRUE.

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!

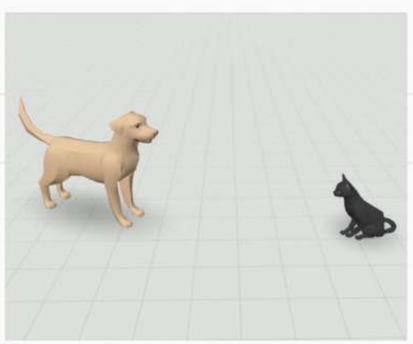
Want to take it to the next level? Check out the **Collision** card next!

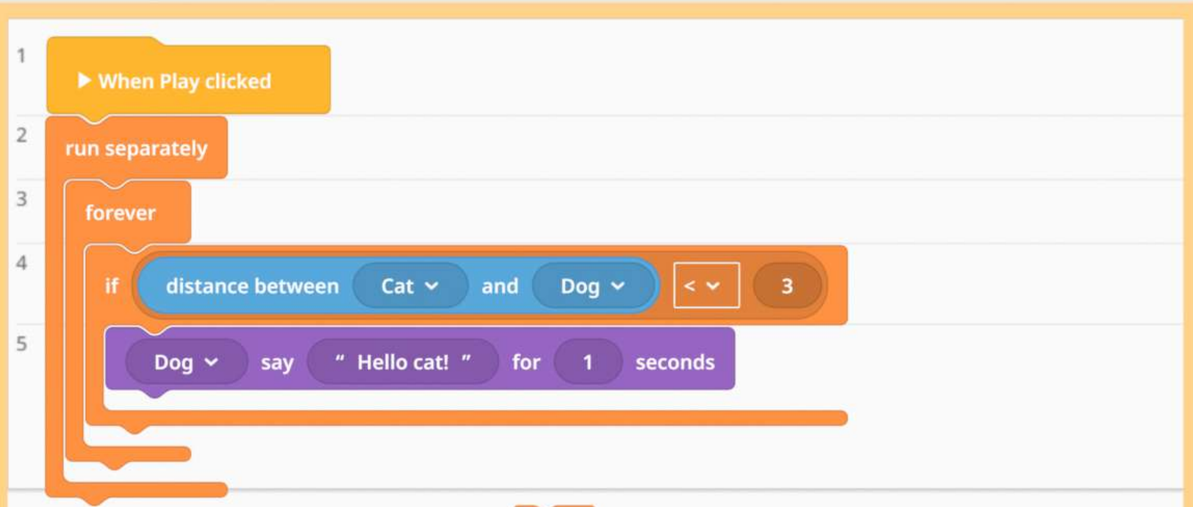
delightex edu



Everything inside this CoBlock gets repeated forever.

Some CoBlocks can be executed constantly, for example in this `turn no items to look at no items` **CoBlock, the dog will look at the cat all the time.**



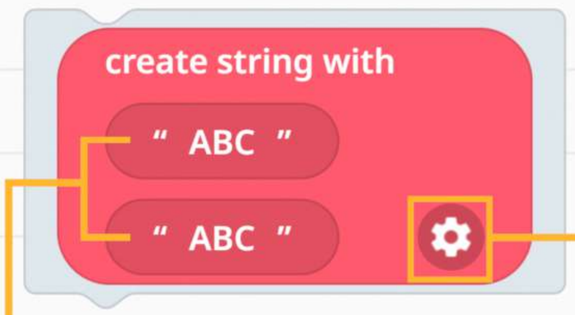


Keep in mind that the `forever` **CoBlock will run forever, therefore the code that comes afterwards will never be reached. To have it executed, place it inside a** `run separately` **CoBlock.**

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

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

delightex edu

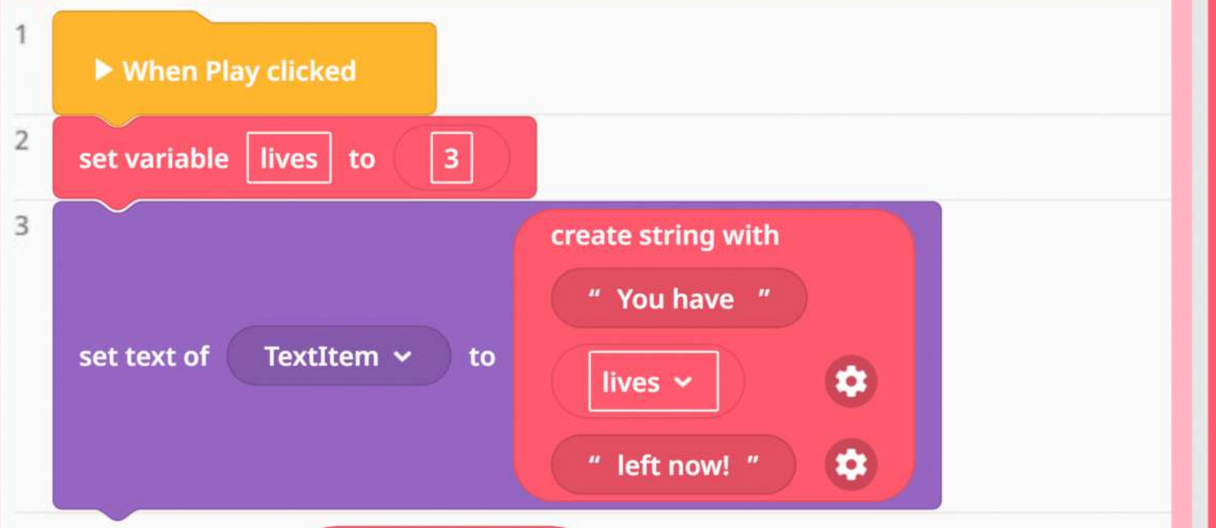


This CoBlock is used to create a line of signs that can be used as text output.

Enter your text in these two lines.

Click on the settings icon to add more text lines.

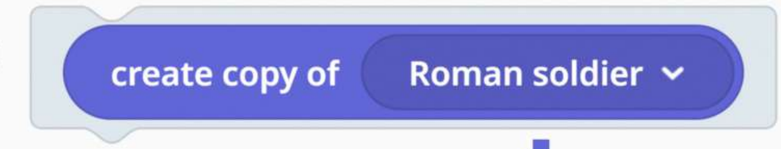
Place a variable here to display your remaining lives in the text sign.



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.

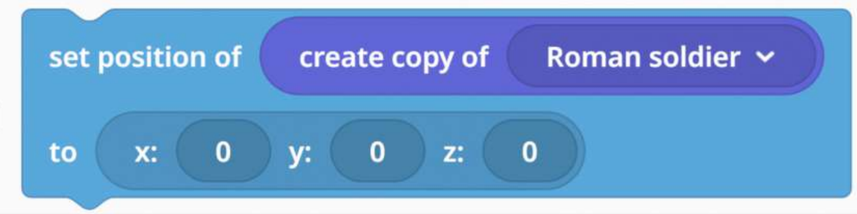
Want to take it to the next level? Check out the **Forever** card next!

delightex edu

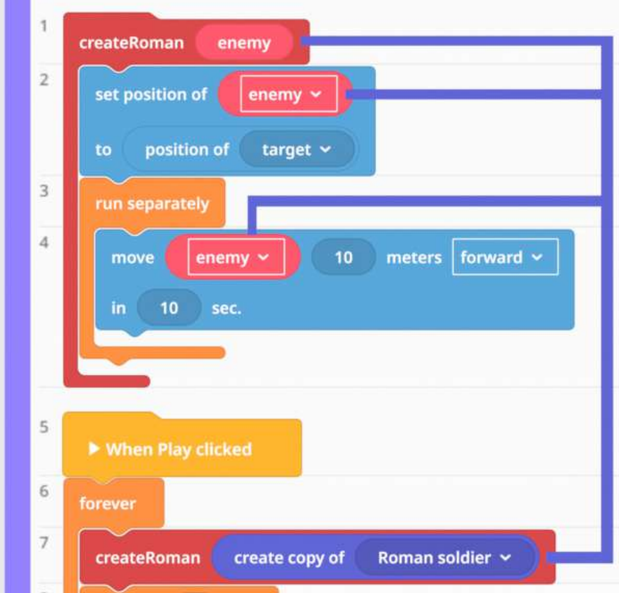


This CoBlock needs to be placed into another CoBlock, it can't be used by itself.

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.



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



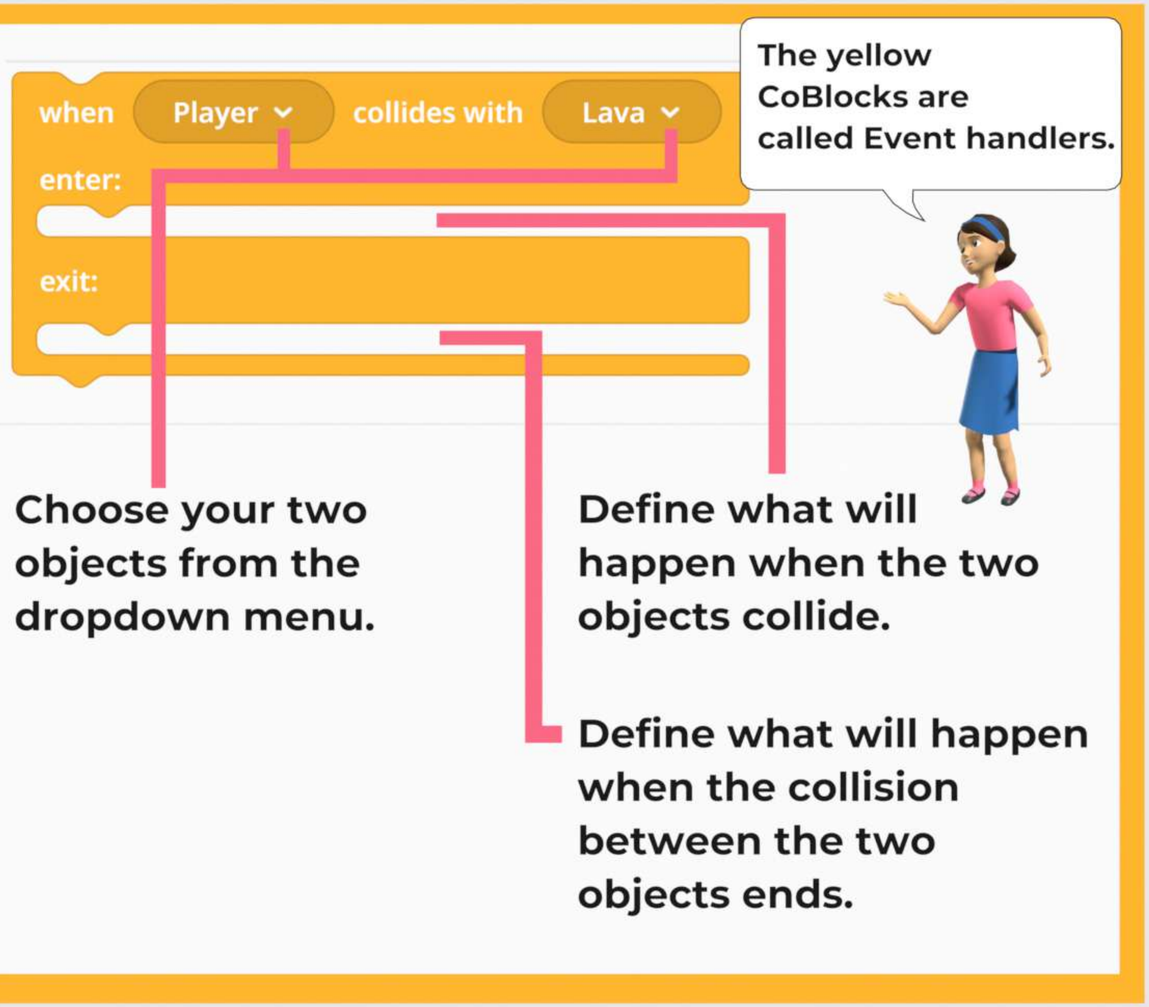
Level up your soldiers and create your own Roman army with this simple function!

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

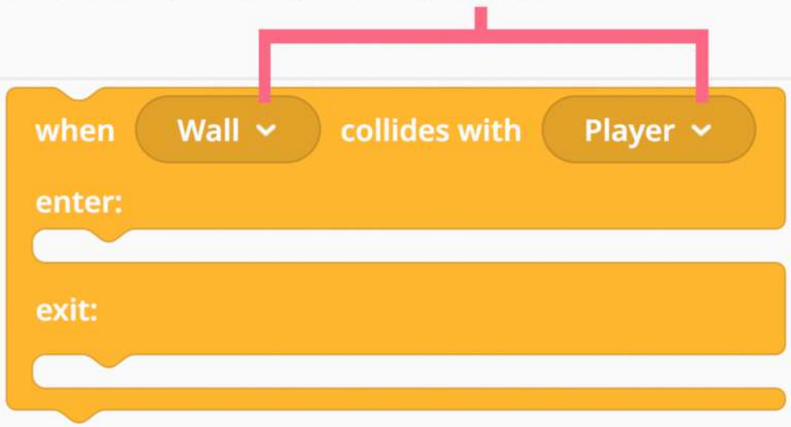
Want to see it in action? Scan the QR code!

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

delightex edu

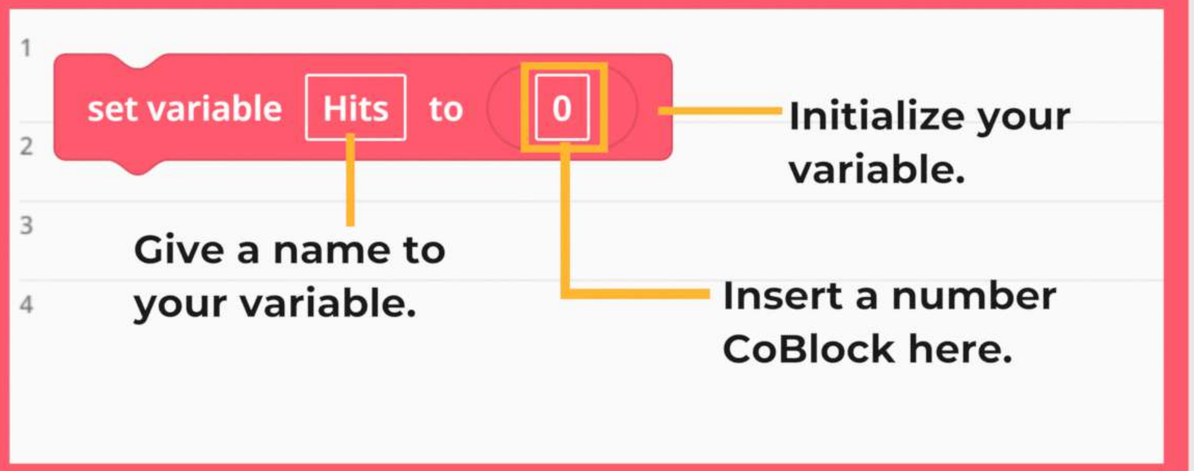


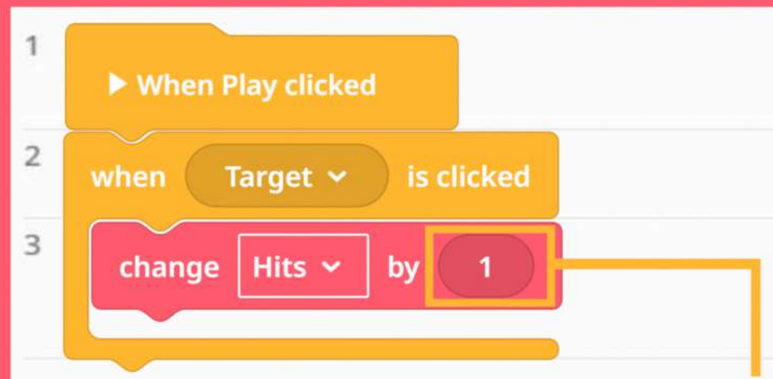
When you have an object, for example the Player, collide with multiple objects, you need to reverse their order in the CoBlock.



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

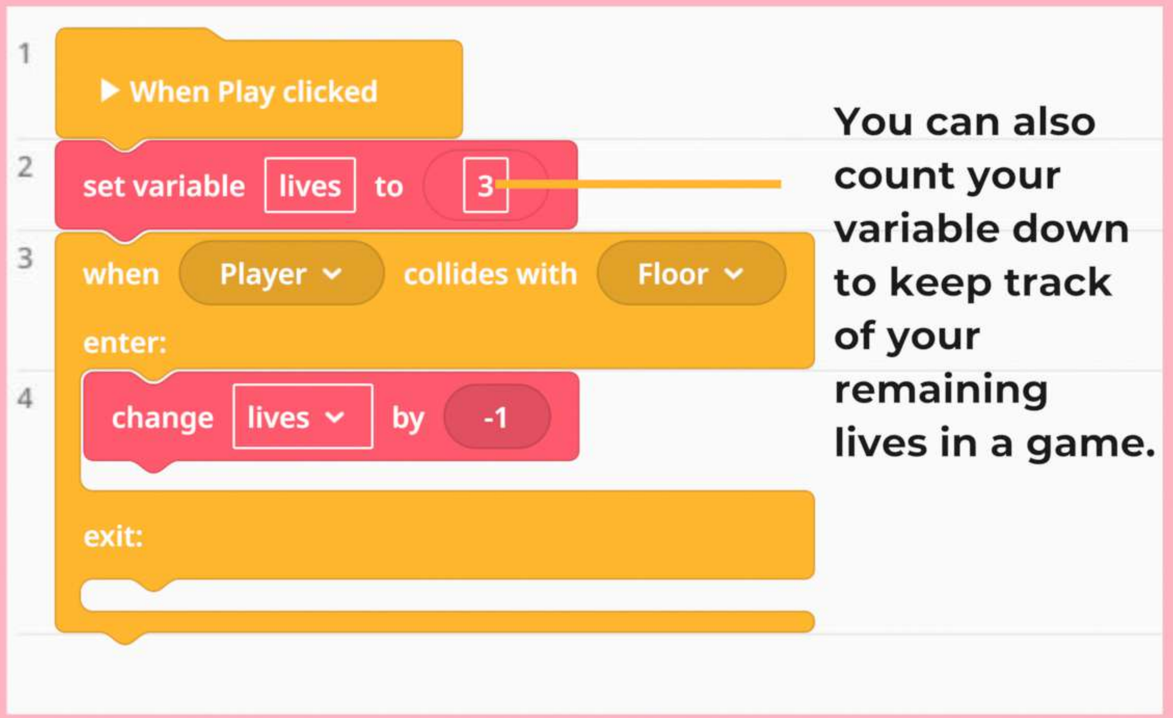
delightex edu





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.



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!