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In this instructable, I'm going to be showing you how to make a 2D shooter scratch game. It is pretty simple to make, but hopefully, you'll learn some things along the way, and soon make your own scratch games!A Computer.A Scratch Login/Account.A Mouse (Makes playing the game when you are done much easier!).The first thing that you want to do is go to . Then you want to sign in with your account and click "Create".The first picture is what you should see after clicking the create button. What you want to do now is click on the scratch cat icon that says "sprite one", and then click on the trash button. This will delete the starting sprite so that we can make our own. Next, we want to click on the cat logo with the + sign, and then select paint. Now we can make our first sprite.Now we want to make our main character, which the player will control. Using the tools on the left, make a small circle that is centered in the middle, and use the line tool and rectangle tool to draw arms and a gun. You can get experimental with the colors if you want to, but for the first time, just try to make it as similar in size and shape as mine. Finally, once you are done, click on the text where it says sprite one and replace it to say "Player", as mine does. This is just a way for us to know that "Player", is referring to our main character.Now that we made our main character, we need to make something for that character to fight. Using the tools on the left, once again, make the same thing as in step 3, but with more straight arms and no gun. Make it about the same size as "Player", and make sure that is facing directly left. Finally, rename it as we did in step 3 to something like "BadGuy". Before we move on to the next step, click the backdrop icon at the bottom left and select paint.Once you've clicked on the paint icon from step 4, use the rectangle tool to make a straight arm of the color of your choice just like how you drew the sprites. Make sure to delete the blank white background that is automatically made for you, so that the only background you have is the one you made. Then finally, name it to something from step 4. This is spinning animation. Now for the fun part Design an alien That the ship has to defeat to get points. For my alien I decided to make it spin to make it look cooler For this step you add a block that says go to and set the start location and then get the glide to block and set were you want it to go. Then add multiple aliens with the same script and add a short 0.1 - 1 second delay adding a tenth or more seconds each time this should result in a wavelike pattern if done correctly.Create a beam out of pixels any design you want then make it hide when flag clicked but when space key pressed show go to the space ship whatever sprite it is and change y by 20 until it hits the alien or make it wait 3 seconds and then hide.Make 2 new variables one called hit and one called score. Make it so when the flag is clicked these two variables are set to zero. Go to all of the alien sprites and make have a forever block around an if then block which says if touching laser beam what ever the sprite is called) then change hit and score by one. Now code it so when hit equals three make the aliens show and then make it so when hit equals six show a new sprite that says YOU WIN! screen.That is all there is to making a shooter game! You would like the rocket to move then do when key left or right pressed then move -10 or 10 x Eathier direction bird up43 days ago saw this on scratch, and this is very awsomeCandiedCat1 year agoJust a heads up this game is cancelled and will no longer receive updates (v0.4 is partially complete however we will not be releasing the demo)Weirdmations2 years agoThis is a good game, but I wish that it was more responsive, when I want to turn around or simple start walking again there's always a second where Sonic isn't doing anything, and then starts to go. This also applies to ducking, but it happened far less. Also, you can walk off the stage after completing it, which makes you die but also complete the level at the same time. You can also see the background under the ground. Other than those complaints, this game is pretty good and impressive for Scratch.Nate-Chan3 years ago(+1) followed you on itch and scrath!Music for u, that i foundUniversal-Studio3 years agonot bad but 8/10 due that mpost suff is made out of vector then bit mapNate-Chan3 years agohow do you put scratch games in itch?Mazix3 years agoood and I wish it on SAGE Faker Lord X (HMTL Porter)3 years agoMan im following him. Hes a sonic fan like me and he code rlly good.erans4 years ago (1 edit) (+1)this is awesome! can I be a level designer?The Dommo4 years agoWhere's the Game Maker download?NSE4 years agoit was made on scratch.mit.eduCandiedCat4 years ago(+1)what the fuck How did a Scratch game Become this goodDeleted post4 years agoFRESHMEMEZBOI4 years agoIT JUST LOADS IS IT SUPPOSED TO TAKE TEN MINUTES?silvxrcat4 years agodiscord link expired *red alert*silvxrcat4 years agoOH NOES OUR SERVER IS SCRATCHING IT'S HEAD erans4 years agothis nice the engine needs a little more tweaking but oof, the momentum is kinda wonky and the camera could be zoomed out morecoolflash14 years agol cant go in the discord server. Can i have a invite? Btw, its me coolflash1 From scratch!GmzsonicSC4 years agowow. WOW. WOW!! WOW!! THE JADY JUSTICY STUFF BEGINS HERESpookyman874 years agoAlthough this is a demo, I loved it! nice workAdrineator7z4 years agoEsta muy bien, aunque con bastante lag y solo tiene 1 nivelXenoDev4 years agobien, voy a hacer todo lo posible para maj-ke el primer nivel mejorDylanTheHackerDog4 years agoHey Ectsatic I Am AnimationwithbFts From Scratch Dis cord Link Dont Give MeSee The Group Pls Send Me Discord Ser ver Again!Kiritsu4 years ago (1 edit) Great Game! Even Tho its just a demo ->sonicsonx4 years agoim the person from scracthtakenleaf4 years agoUh, the Discord link doesn't work, and I was also interested in knowing what this was made in?XenoDev4 years agoThis was made in Scratch! but we have 2 versions of this game. Game Maker and Scratch Versions. this one was in scratch. i do recommend using Game Maker though!Vannila_Kirby4 years agothere is some problems with momentum. if you are going one way really fast and jump the other way, you go in the direction that you were running in and face the other way.XenoDev4 years agoyeah. i find that your creativity, problem-solving skills, and understanding of coding principles will significantly improve.The beauty of learning and innovation lies in the continuous journey. As you learn how to make a shooter game in Scratch (and learn the basics of visual coding)?You've come to the right place. In this article, we'll walk you through understanding Scratch, a visual programming tool, and how you can use it to make a fascinating shooter game.What is Scratch?Scratch is a free visual programming language developed by the Lifelong Kindergarten Group at the MIT Media Lab. It's designed specifically with beginners in mind, offering block-based visual coding to create interactive animations, stories, games, and much more. Scratch is a great way to learn the fundamental principles of coding in a fun and interactive way. It is widely used in schools and is perfect not just for kids but also for adults who wish to tread the exciting path of coding visually.Why Learn How to Make a Shooter Game in Scratch?Learning to create a shooter game in Scratch not only enhances your understanding of visual coding but also offers a hands-on experience in game design. A few compelling reasons to learn this are:Nurturing Creativity: Designing a game fosters creativity. It allows you to create your characters, design assets, controls, and more.Learning Coding Principles: While building your game in Scratch, you will encounter various coding principles such as loops, events, and conditions. This enhances your understanding and lays a strong foundation in coding.Problem-Solving Skills: Developing a game is like solving a big puzzle. You'll need to figure out the best ways to make your characters move, react, and keep the game exciting. This significantly boosts your problem-solving skills.Fun and Engaging: Last but not least, creating a game is fun! It's an engaging way to learn coding that keeps you motivated throughout the journey. Shooters are immensely popular, so we're willing to bet most people will want to know how to make a shooter game in Scratch.Understanding the Opportunity in Game DevelopmentIn recent years, the gaming industry has seen unprecedented growth and it shows no signs of slowing down. With the rise of mobile gaming, e-sports, virtual and augmented reality games, there has never been a better time to dip your toes into the world of game development. Here are some compelling reasons to consider the field:Industry Growth: The global gaming market is expected to be worth over $200 billion by 2023. That's an immense opportunity for game developers!Creative Satisfaction: Game development is deeply satisfying for those with a creative spark. Converting an idea into a playable game is an immensely rewarding process.Tech Advancements: With the influx of new technologies like AI, VR, and AR in gaming, developers are needed who can harness these technologies to create breathtaking and immersive games.Career Opportunities: Skills in game development are highly sought after not just in the gaming industry, but also in other sectors needing interactive design. Opportunities are aplenty for those with the knowledge and skills in this area.Thus, creating a game in Scratch is not just about learning coding - it can potentially open doors to exciting opportunities in game development. This makes the value of learning how to make a shooter game in Scratch more significant. ACCESS FOR FREEAVAILABLE FOR A LIMITED TIME ONLYHow to Make a Shooter Game in Scratch – Getting StartedLet's embark on an exciting journey to explore how to make a shooter game in Scratch! The process is truly rewarding and with the right guidance, even beginners can master it in no time.1. Getting Familiar with Scratch: Begin with understanding the Scratch interface, its environment, and basic features. A good grasp on these will assist in navigating better while creating your game.2. Understanding the Basics of Visual Coding: While Scratch makes coding simpler, one must have a basic understanding of various coding principles. Begin with simple tasks such as moving a sprite or activating events when certain conditions are met.3. Exploring Game Components: Take time to explore various game components like characters, backgrounds, and obstructions. Understanding these is crucial in bringing your shooter game to life.4. Building the Game: Start by sketching out your game idea, create the player, enemies, and arrange the components. Gradually layer the programming to control the game's behaviour and iron out any issues.5. Testing, Iterating, and Improving: Continue refining your game, fixing bugs, and improving gameplay to enhance its appeal and make it enjoyable.Becoming a game developer with Scratch can be a fun and interactive way to learn, and believe it or not, it's something absolutely everyone can achieve. That's where we, at Zenva, step in.Our JR Coder Mini-Degree makes the learning process incredibly accessible. We guide you step-by-step through the fundamentals of programming and game development. You'll start off by learning the basics of Scratch and its interface. From there, you'll delve deeper into game development, creating a variety of games by drawing upon and understanding different principles of coding that you've learned (all necessary for learning how to make a shooting game on Scratch).The JR Coder Mini-Degree is a beginner-friendly program that is designed to be engaging and easy to follow. Every course in our Mini-Degree is project-based which means you'll be learning by doing, not just reading and listening. At Zenva, we put a significant emphasis on empowering our students with actionable knowledge that can be applied right away. So, start your coding journey with us today and harness the power of game development with Scratch!Learning ResourcesDiscover engaging resources that aid your journey into learning Scratch and discovering how to make a shooter game in Scratch. Each one provides an exciting opportunity to learn, practice and improve your game design and visual coding skills.JR Coder Mini-Degree – Zenva AcademyOur JR Coder Mini-Degree is a comprehensive and exciting program in the Zenva Academy designed to teach you visual coding using Scratch.Suitable for learners of all age groups – kids, teens, and adults!Topics covered: algorithms, game design, project management, and socio-technological impact.Learn at your own pace within the comfort of your own home.Start your coding journey with a click away. Start today with Zenva's JR Coder Mini-Degree and pave your way toward mastering game development with Scratch.The Scratch Tutorial – GameDev AcademyThe Scratch Tutorial on GameDev Academy is an excellent beginner's guide to exploring the Scratch environment and features.Learn to create interactive animations and games using Scratch.Understand the concepts of algorithms and flowcharts.How to Learn Scratch for Free on YouTube – GameDev AcademyGameDev Academy has curated a list of the best YouTube resources to learn Scratch for free.Find recommended tutorials from Zenva and the official Scratch YouTube channel.Cover areas such as Scratch basics, animation design in Scratch, and more.Scratch Animation Tutorial – GameDev AcademyThis Scratch Animation Tutorial published on GameDev Academy teaches you how to animate using Scratch.Follow a step-by-step tutorial to create a fish animation, add sound, and loop the animation.Various Tutorials on YouTubeLearn coding with Scratch and how to create a simple and fast-paced space shooter game with this tutorial.These resources provide robust support to both beginners and intermediate learners and aim to make the journey of learning Scratch exciting. From the basics of the Scratch interface to animating characters and designing games, each resource is carefully designed to offer in-depth knowledge and practical exercises. So, dive in, and embark on your coding journey with Scratch today!ConclusionWith the dynamic progress of the technology world, it's essential to stay updated and ahead. Learning to code using Scratch not only unlocks the door to game development but also expands your applicable scope in the digital domain. As you progressively master how to make a shooter game in Scratch, you'll find that your creativity, problem-solving skills, and understanding of coding principles will significantly improve. The beauty of learning and innovation lies in the continuous journey. As you make strides in your game development adventure with Scratch, remember to keep pushing your boundaries, exploring new ideas, and honing your skills. Every game you make provides a unique achievement that testifies to your learning progress.At Zenva, we understand that the world of coding can seem daunting at first, but with the right guidance, it's a path that anyone can master. Learning is always more productive and enjoyable when done in a structured and engaging way.That's why we offer the JR Coder Mini-Degree, which is designed to provide you with a thorough understanding of Scratch and the principles of game development. It offers mentor-led guidance through each step, engages you with various game creation projects, and allows you to learn at your own pace.So, don't wait up. Your coding journey is just a click away. Start today with Zenva's JR Coder Mini-Degree and pave your way toward mastering game development with Scratch. Remember, every successful developer starts somewhere — and you're already on your way. Happy coding!Did you come across any errors in this tutorial? Please let us know by completing this form and we'll look into it! Looking to learn how to make a shooter game in Scratch (and learn the basics of visual coding)? You've come to the right place. In this article, we'll walk you through understanding Scratch, a visual programming tool, and how you can use it to make a fascinating shooter game.What is Scratch?Scratch is a free visual programming language developed by the Lifelong Kindergarten Group at the MIT Media Lab. It's designed specifically with beginners in mind, offering block-based visual coding to create interactive animations, stories, games, and much more. Scratch is a great way to learn the fundamental principles of coding in a fun and interactive way. 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Please let us know by completing this form and we'll look into it! #1 Coding CurriculumDesigned by Stanford, Google & Apple Experts with kids in mind.100% Satisfaction GuaranteeWe'll help you find the right class, always. Love it or get a full refund.Expert TeachersUS-based, background checked, highly trained and 3+ years of experience in their fields.Downloadable CertificateShow the world you did it. You really did it! Welcome to this blog on how to make a shooting game on Scratch! Scratch is a free and user-friendly platform that allows you to create interactive stories, animations, and games without any prior coding experience. In this blog, we will take you through the process of creating a shooting game on Scratch and share it with others. So let's get started!Table of Content1. Introduction2. Basic Concepts3. Step-by-Step Guide on How to Create A Shooting Game on Scratch4. Advanced Features5. Conclusion6. FAQsIntroductionScratch is a free and easy-to-use programming language that allows users to create interactive stories, games, animations, and simulations. It is an excellent tool for beginners to learn the basics of coding while having fun and expressing their creativity. One popular type of game that can be created on Scratch is a shooting game. There are several benefits to creating shooting games on Scratch. Firstly, it provides a fun and engaging way to learn coding concepts such as object-oriented programming, event handling, and animation. Secondly, it provides an opportunity to develop problem-solving and critical thinking skills. Users will need to consider factors such as the player's movement speed, the bullet's velocity, and the enemy's movement pattern. Finally, creating a shooting game on Scratch is an excellent way to share and showcase one's work with the Scratch community. Scratch provides a platform for users to publish and share their games, allowing them to receive feedback and recognition from other users. Basic Concepts of How to Create A Shooting Game on Scratch:i) Sprite CreationTo create a sprite while making a shooting game on Scratch, start by clicking on the "Choose a Sprite" button on the stage. This will open up a library of sprites to choose from, or you can create one by clicking on the "Paint New Sprite" button. Once you have chosen or created your sprite, you can then customize its appearance and behaviour using Scratch's coding blocks. This includes adding movement controls, shooting behaviours, and collision detection scripts. ii) Movement and ControlMovement and control are essential aspects if you are learning how to create a shooting game on Scratch. To control the movement of the player sprite, you can use the "when [space] key pressed" block in Scratch's coding interface. This block can be used to move the player sprite in different directions based on the arrow key that is pressed.In addition to movement, you can also use control blocks to handle shooting behaviours. This can be achieved by using the "when [space] key pressed" block to activate a shooting script that creates and launches a bullet sprite.To ensure smooth movement and control, it's important to ensure that the stage boundaries are set appropriately. By using these coordinates along with the movement and control blocks, you can create a shooting game that is fun, challenging, and responsive to user input.iii) Stage CreationTo create a stage, click on the "Stage" icon at the bottom of the Scratch interface. This will open up the stage editing area where you can customise the appearance and behaviour of the stage. In the stage editing area, you can add backgrounds, sprites, and other graphical elements to create a visually appealing game. You can customise the stage's size, colour, and backdrop using the "Stage" and "Backdrops" tabs. To create a shooting game on Scratch, it's important to set the stage boundaries to ensure that the player sprite and enemy sprites stay within the game's playable area. You can use the "when [space] key pressed" block in the coding interface to trigger the bullet's creation. Within the "when [space] key pressed" block, you can use the "Create clone of [bullet sprite]" block to create a new instance of the bullet sprite. You can then use the "go to x:[ ], y:[ ]" block to position the bullet sprite at the player's location. To create a movement for the bullet, you can use the "repeat until" block in conjunction with the "change y by [ ]" block to simulate the bullet's movement. This will cause the bullet sprite to move upward until it reaches the top of the screen or collides with an enemy sprite.Step-by-Step Guide on How to Create A Shooting Game on ScratchHere is a step-by-step guide on how to create a shooting game on Scratch:1. Create a new project in Scratch and click the "Stage" icon to open the stage editing area.2. Customise the stage's appearance by adding a background, setting the stage size, and adjusting the stage colour.3. Create a new sprite or select an existing sprite to represent the player character.4. Add movement controls to the player sprite using the "when [arrow] key pressed" block.5. Create a new sprite or select an existing sprite to represent the enemy character.6. Use the "repeat until" block and the "go to x:[ ], y:[ ]" block to make the enemy sprite move horizontally across the stage.7. Add collision detection scripts to the player and enemy sprites using the "touching [ ]?" block.8. Create a new sprite or select an existing sprite to represent the bullet.9. Use the "when [space] key pressed" block and the "create clone of [bullet sprite]" block to create instances of the bullet sprite.10. Use the "repeat until" block and the "change y by [ ]" block to make the bullet sprite move vertically upwards.11. Add collision detection scripts to the bullet and enemy sprites using the "touching [ ]?" block.12. Add sound effects to the game using the "play sound [ ]" block.13. Use the "broadcast [message]" block to create messages that trigger events within the game.14. Test the game and make adjustments as necessary to improve gameplay.Advanced FeaturesThere are several advanced features that can be embedded in a shooting game created in Scratch. Here are some ideas:1. Power-upsYou can create power-up opportunity to develop problem-solving and critical thinking skills. Users will need to consider factors such as the player's movement speed, the bullet's velocity, and the enemy's movement pattern. This can be achieved by using the "Set edge" block in the "Motion" category of the coding blocks.iv) Bullet CreationTo create a bullet in a shooting game on Scratch, it's important to set the stage boundaries to ensure that the player sprite and enemy sprites stay within the game's playable area. You can use the "when [space] key pressed" block in the coding interface to trigger the bullet's creation. Within the "when [space] key pressed" block, you can use the "Create clone of [bullet sprite]" block to create a new instance of the bullet sprite. You can then use the "go to x:[ ], y:[ ]" block to position the bullet sprite at the player's location. To create a movement for the bullet, you can use the "repeat until" block in conjunction with the "change y by [ ]" block to simulate the bullet's movement. This will cause the bullet sprite to move upward until it reaches the top of the screen or collides with an enemy sprite.ups, which provide players with temporary abilities such as increased speed, additional health, or upgraded weapons.2. Boss battlesYou can create enemy sprite that is much larger and more difficult to defeat than the standard enemy sprites. The boss battle can provide a challenging and exciting climax to the game.3. High scoresYou can create a high score system that tracks and displays the player's score as they progress through the game. This can add an element of competition to the game and motivate players to keep playing.4. Multiplayer modeYou can create a multiplayer mode that allows players to compete against each other in real-time. This can be accomplished by using Scratch's network features to allow players to connect to the same game instance.5. Upgraded graphicsYou can create more detailed and complex graphics for the game by using external graphics software and importing the graphics into Scratch.6. Dynamic backgroundsYou can create dynamic backgrounds that change over time or in response to player actions. This can add a sense of immersion and excitement to the game.ConclusionLearning how to make a shooting game on Scratch can be a fun experience.With Scratch's intuitive interface and powerful features, you can create a game that challenges players' reflexes and strategic thinking while providing an entertaining and immersive experience.By following the steps outlined in this blog and experimenting with Scratch's features, you can create a shooting game that is uniquely your own. Whether you're creating a game for yourself or sharing it with others, Scratch provides a platform for creativity and innovation that is both accessible and powerful.FAQs1. Do I need any prior coding experience to create a shooting game on Scratch? No, you do not need any prior coding experience to create a shooting game on Scratch. Scratch is designed to be an accessible platform for beginners and provides a drag-and-drop interface that makes it easy to create and customise sprites, backgrounds, and game mechanics.2. Can I share my Scratch shooting game with others? Yes, you can share your Scratch shooting game with others by publishing it to the Scratch website. This allows other users to play your game, provide feedback, and remix it to create their own versions.3. Are there any limitations to what I can create in Scratch? While Scratch is a powerful and versatile platform, there are a few limitations to what you can create. For example, complex 3D graphics and physics simulations may not be possible in Scratch. However, with creativity and experimentation, you can create a wide variety of games and interactive projects using Scratch's features and tools. In this tutorial, we will show you how to create a basic shooter using the Scratch programming language. The game starts when the green flag is clicked. You control the cannon that moves left and right with the left and right arrow keys. The space bar to fire bullets from the cannon towards the bricks to destroy them. The first thing we need to do is create three sprites for the game and name them cannon, ball and brick. Then we insert the necessary program blocks into each sprite. Step 1: Create the cannon sprite: 1) Go to the cannon section and select the brush icon. 2) Draw the cannon sprite using the drawing editor. Step 2: Move the cannon left and right Insert these program blocks in the cannon sprite which allows the racket to be directed to the left or to the right using the two arrows (right and left) on the keyboard. Step 3: Adding the ball sprite from the Scratch library: The library gathers all the sprites created by Scratch. 1) Click on the Choose sprite icon. 2) Clicking the "Import Sprite" button should take you to the Sprite menu, a library of different sprites you can use in the program. 3) Click on the sprite ball and Scratch will create it as a new sprite in your game. Step 4: Adding the code to the ball First, we must create clones of the sprite ball thanks to this block Here is the first part of the ball program which allows you press hard on the square key on the keyboard. 2) To fire the bullet from the cannon upwards: – We position the clones of the sprite ball on the cannon – We direct the clones of the sprite ball upwards to destroy the bricks. Step 5: Creating the brick sprite: 1) Go to the new sprite section and select the brush icon. 2) Draw the brick sprite using the drawing editor. Step 6: Get the bullet to destroy the brick First we must create the variable score. The set score to 0 block is executed when the green flag is clicked. Then we insert the Show block from the Appearance category to display the brick at the start of the game. The code block allows its contents to be repeated indefinitely. We insert the If Then block into the repeat forever loop. To check if the ball hits a brick you must make the block hits the ball. If the ball hits a brick, the score variable is incremented by 1 and the brick disappears from the scene using this block : Here is the complete brick sprite program : Please expand this article or section. You can help by adding more information if you are an editor. More information might be found in a section of the talk page.(December 2020) This tutorial features an endless basic shooting game. Plan Before starting to build the game, here's a plan that will be followed: Fire bullets when the mouse is down. Shapes will grant the player a number of points upon destruction. Zombies will spawn, which take damage from bullets. A zombie will disappear from the screen when its health is depleted. Allow the player to buy new weapons, and equip them and previous weapons. Increase the difficulty as the game progresses. Display important variables to the player using a text-based number display. Before starting development, create 4 sprites: player, zombies, weapons, and store. The Player For the player, a smooth movement script will be used. The player will always point toward the mouse pointer. The variables player.xv, and player.yv can be global variables, but if made as for the sprite only, they must be made in the sprite. when flag clicked set [player.xv v] to (0) set [player.yv v] to (0) go to x:(0) y:(0) forever change [player.xv v] by ((-) * (0.5)) change [player.xv v] by ((-) * (0.5)) set [player.xv v] to ((player.xv) * (0.85)) set [player.xv v] to ((player.yv) * (0.85)) change x by (player.xv) change y by (player.yv) if on edge, bounce //Make sure to put this before the point block. point towards (mouse-pointer v) Examples Here is an example of a game built with this tutorial: [[[projects:466911822/embed]]] Example 1] Note: Additional material has been added by the game's creator beyond what is in this tutorial. Cookies help us deliver our services. By using our services, you agree to our use of cookies.