

We will be creating a game like this, where you control a character's movement using the CyberPi to avoid **obstacles** and capture as many **points** as you can.

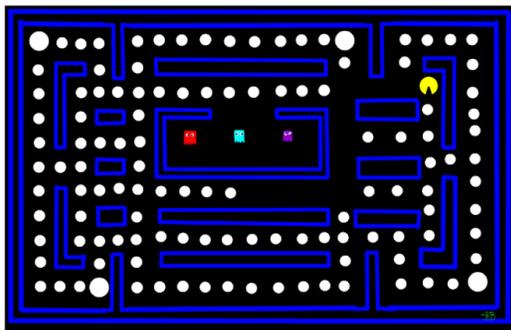
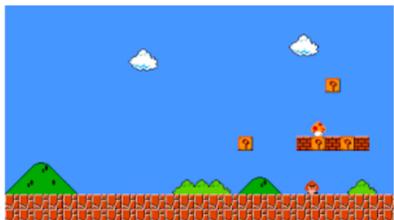


Let's Get Started!

## 3

### Set the Scene

How does the player move around these **backgrounds**?



## 2 Making your Character Move using CyberPi

Play the video to learn how to make a character move in Scratch.

**Pause it and write your own code.**



## 2 Exploring Characters

Maps have x and y coordinates shown as numbers ( $x=\#, y=\#$ ).

Where on the map can you find **water** features?

Where on the map are there **trees**?

What is on the **bottom left corner** of the map?

