





Real-time preview
screen

Mission 1A Define Your Spaceship

- 1> Define "Spaceship"
- 2> Call it "myspaceship"
- 3> If I press "Up" speed up
- 4> If I press "Down" slow down
- 5> If I press "Left" move left
- 6> If I press "Right" move right

Black code
is given



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Mission 1B Define The Race

1> Define "Loop"

2> Loop size is **Big**

3> If spaceship pass inside loop do:
score=score+5 ; sound "success" ;
flash Loop **Red**

4> Add 3 Loop()

5> Located loop() in point(x,y,z)

6> point() = 100,300,900 ; 200,500,1200
; 50,50,1500

Orange code
is
added by the
student





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Mission 1C Program Your Autopilot

- 1> If Loop() is higher than myspaceship
spaceship up 5 pixels Do
- 2> If Loop() is lower than myspaceship
spaceship down 5 pixels Do
- 3> If Loop() is left than myspaceship
spaceship right 5 pixels Do
- 4> If Loop() is right than myspaceship
spaceship left 5 pixels Do
- 5> If spaceship() is in front of myspaceship use
Cannon.



Race Against Other Learners

Other LeapLearner

Computer

You

- In order to complete this mission, the LeapLearner's autopilot will have to beat the Computer's spaceship, and he or she can only do so if they have successfully completed the code.
- In more advanced stages LeapLearners will need to collaborate to beat the computer (for example, figuring out how to avoid crashing into each other)

