

LEGO® EDUCATION SPIKE™ PRIME VIRTUAL SUMMER CAMP BETA



GAME TESTERS play games... for a living! How awesome is that?! They find errors and give feedback to make their game the best it can be.

CHALLENGE 1: GET IN THE GAME!



Enjoy playing games? Like puzzles that stump you? Here's a chance to challenge your friends and family with a game you've created yourself. It can be about anything you're interested in. Sports, animals, cars, baked goods, ghosts.

Think about how your game will work. Will it keep score? How will you win? Do you need to solve a challenge or escape from somewhere or aim at an opponent? Is it a tabletop game or handheld game or something completely new? How many players can play it at once?



Did you know?

VIDEO GAME CONSOLES have been around since the 1970s. If you're lucky maybe you know someone who still has one. Create your own version, changing up the setting or characters.

Give your game a name. Explain how to play your game to someone else. Brainstorm and sketch your ideas. Build and test your gameboard. Don't be afraid to try new things. If it doesn't work or make sense at first, that's ok. You can try a different approach.

LET'S GO!

CHECK OUT MASTER TIPS!



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If you feel stuck, get inspired by these fun ideas from our Master Builders. You can play around with these bits of code, add them to your game, and end up with something totally unexpected!

Inspiration 1: SPEED SKILLS!

- Make a simple reaction game with the hub.
- Add a timer to see how well you do.



Code Sample 1 Beginner Inspiration: SPEED SKILLS

```

when program starts
wait pick random 0.5 to 3 seconds
reset timer
turn on [LEDs]
wait until [touch sensor] is tapped
write [timer]
    
```

Inspiration 2: SOUND IT OUT!

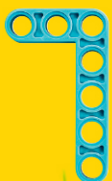
- Use different hub inputs.
- Add your own sound.



Code Sample 2 Intermediate Inspiration: SOUND IT OUT

```

when program starts
wait pick random 0.5 to 3 seconds
start sound Tap it
reset timer
wait until [touch sensor] is tapped
write [timer]
wait pick random 0.5 to 3 seconds
start sound Shake it
reset timer
wait until [touch sensor] is shaken
write [timer]
start sound Press Left
reset timer
wait until [touch sensor] is Left button pressed
write [timer]
    
```



We can't wait to see your awesome solution to this week's project!

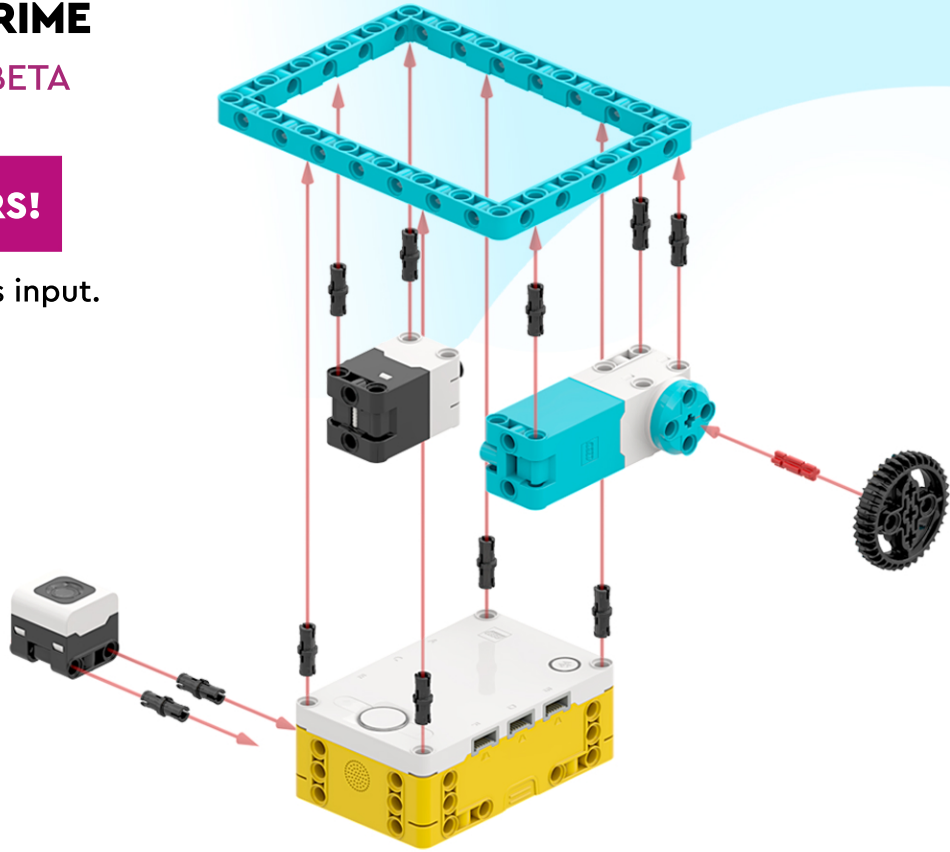
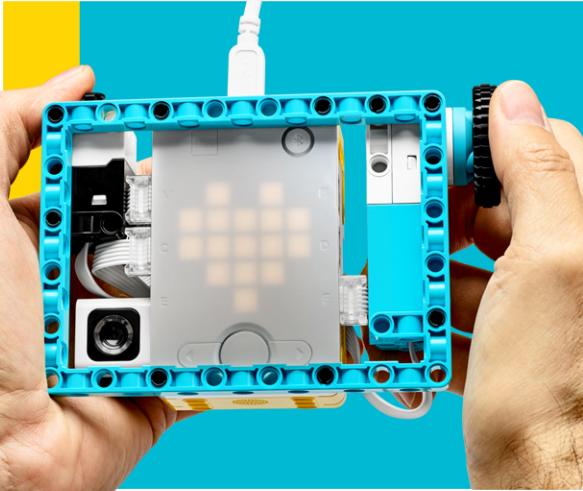
Ask a grown-up to share your build, tag LEGO® Education on Twitter (@LEGO_Education) or Instagram (@LEGOeducation) with the hashtag #LEGOeduSPIKEprime for a chance to be featured as Build of the Week!



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Inspiration 3: MAKE IT YOURS!

- Use different SPIKE™ Prime hardware as input.
- Add your own sound.



Code Sample 3
Advanced Inspiration: MAKE IT YOURS

```

when program starts
  wait pick random 0.5 to 3 seconds
  start sound Turn it
  reset timer
  wait until F speed > 0
  write timer
  wait pick random 0.5 to 3 seconds
  start sound press it
  reset timer
  wait until A is pressed
  write timer
  start sound touch it
  reset timer
  wait until C reflection > 50 %
  write timer
  
```

