SIDE SCROLLER GAME TEMPLATE

This base code creates a Mario-like “side scroller”. Start by creating a Background sprite that will scroll along behind your character sprite. Give this Background sprite the following code by creating a variable “ScrollX” in the Data menu. Find the matching blue blocks in the Motion menu and the matching green blocks in the Operators menu.

Now create a second Background sprite with the following code. These two Background sprites will alternate to create the illusion of an infinite world.
Lastly create a character sprite (like this Mario, for example) with the code below.

- Blocks on the left programs Mario to face in the direction he’s moving and change between two costumes to create the illusion that he’s walking.
- Blocks on the right ensure that the background sprites scroll as you move Mario to the left or right.