

Learning Code with Minecraft



The game Minecraft is written in Java



Greenfoot is a tool that will help us learn to
read & write Java code



In this course we will create our own "Minecraft" game by writing **simple code** in Greenfoot.



Java can be tricky

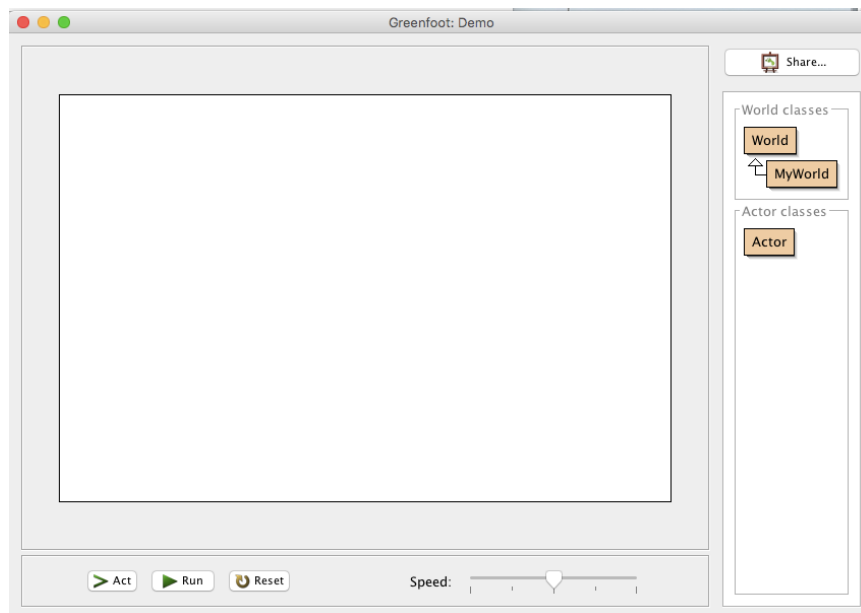


Stride is Java ➡ Simplified

Greenfoot can write BOTH!

Let's get started!

Open **Greenfoot** on your laptop

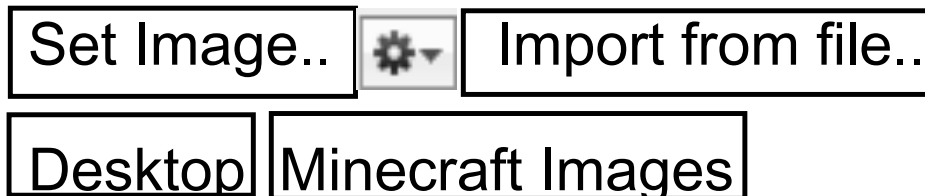


Assign Images to Worlds and Actors

Download Minecraft Images Folder from website and save it to your desktop.

This is where we will take our characters/ weapons and backgrounds from all summer

Right Click on MyWorld or actor and select



and then select your image!

Since **Greenfoot** is meant to help us learn, it does not let us type freely in **Stride**.



will provide you with a list of **methods** that you may want to call

CTRL + SPACE

will provide suggestions to help you write your code.

To add a new actor:

Right click on the "Actor" box and select "New Subclass..." you will then have to give it a name and an image

To edit the code in your actor:

Right click on the actor and select "Open editor"

To bring an actor into your world, hold down the SHIFT key and drag!

★ You will have to do this again each time you change your code!

Let's make things MOVE

In order to make an **object** move in our world, we will have to use a **method**

```
public void act()  
{  
    move(int);  
    turn(int);  
}
```

*Only type what is in purple if you are using JAVA. Stride does not require it.

You can use the **act** button to watch your actor execute your code once

You can use the **run** button to watch your actor execute your code on a **loop**

The parenthesis () at the end of a method indicates that it can accept **parameters**

These parameters are all
type **int**



ex) `move(1);`

will move your actor 1 unit right

ex) `move(-3);`

will move your actor 3 units left

ex) turn();

will return an ERROR



ex) turn(10);

will turn your actor 10 degrees
clockwise

ex) turn (-10);

will turn your actor 10 degrees
counter-clockwise

ex) turn(180);

W1D1

YOUR TASK:

You will create 5 actors, all with different images & behaviors:

Actor1: Move right

Actor2: Move left

Actor3: Spin around but stay in the same place

Actor4: Spin around in a wide circle

Actor5: Move in a square pattern



Remember: "Act" executes your code once & "Run" puts it on a LOOP