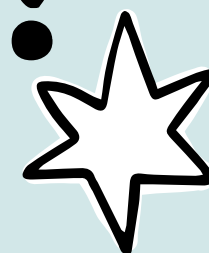


LEVEL 4: BUILD A MOVING TARGET GAME!



CREATE A FAST-PACED GAME WHERE PLAYERS CLICK MOVING
TARGETS TO WIN HIGH SCORES!

STEP 1: SELECT THE BLOCK & NAME YOUR MISSION



- Select Moving Targets Game Block from the dropdown list.
- Give your level an awesome code name (like jelly_clicker or star_catcher).
-  **Reminder:** No spaces or capital letters allowed! Spaces turn into underscores (_).

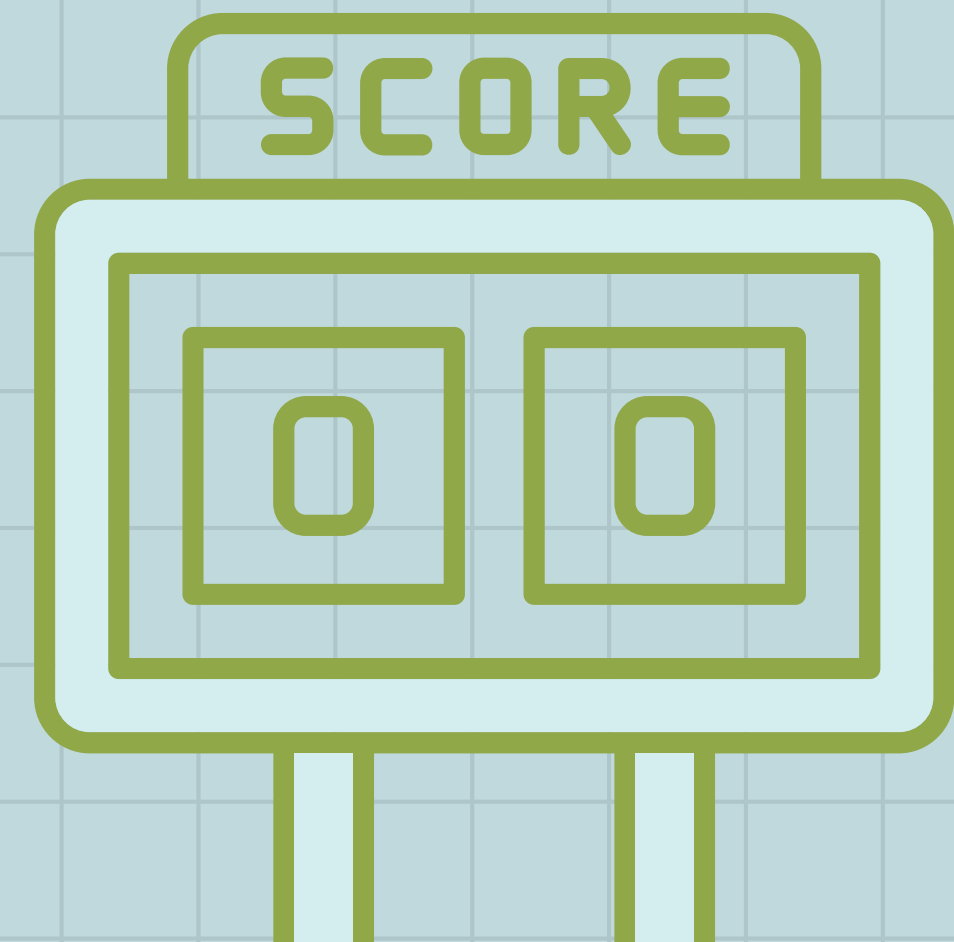
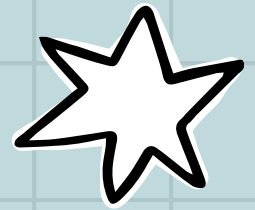
STEP 2: SET THE HIGH SCORE RULES!

Instructions: Type what the player needs to do! (Example: "Click the glowing jellies!")

Score Label: What should the text say when they score points? (Example: "Jellies Caught" or "Points")

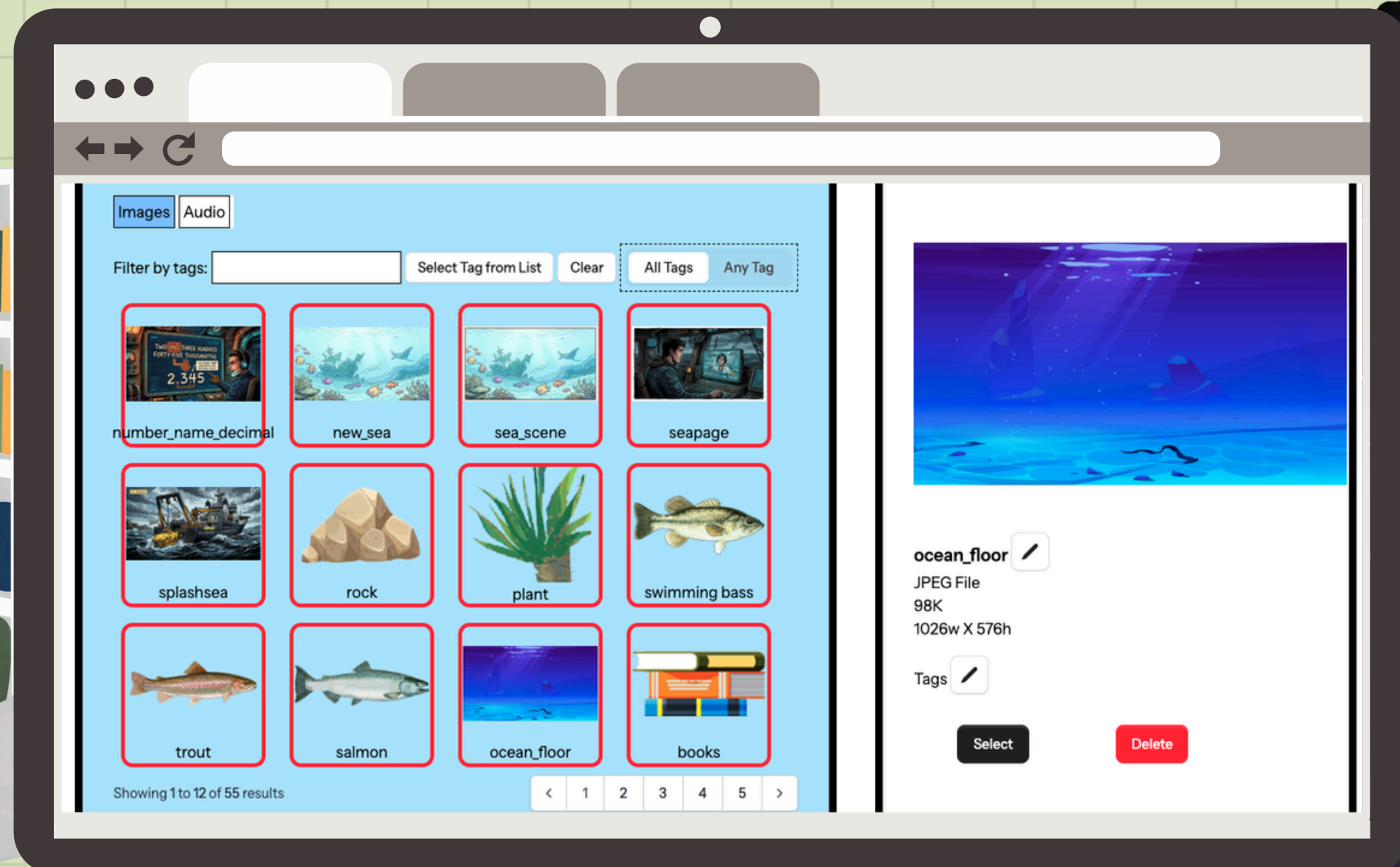
Win Target: How many clicks does it take to win? (We recommend 8 to 12!)

Victory Message: Write a sweet pop-up for winners! (Example: "Epic Win! Level Cleared!")

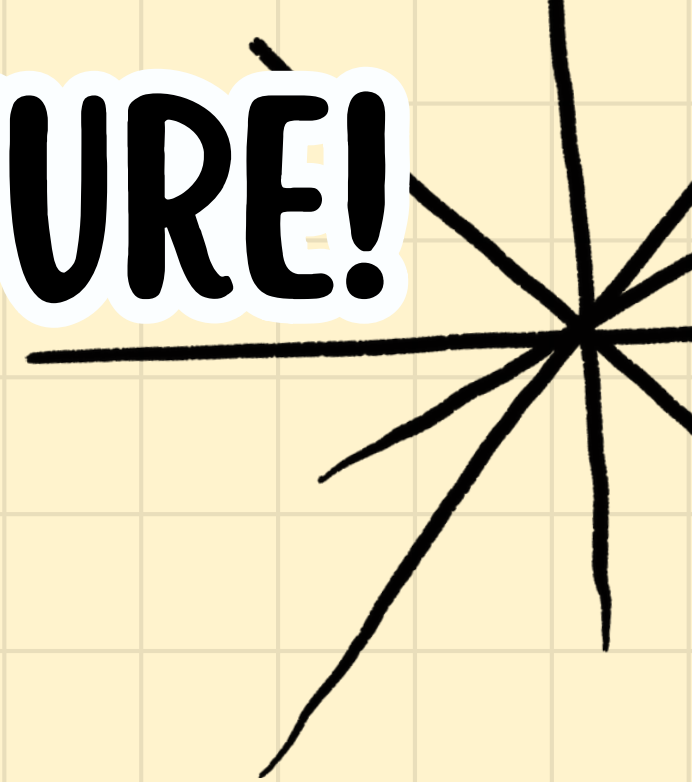
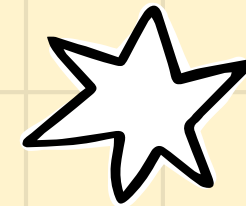
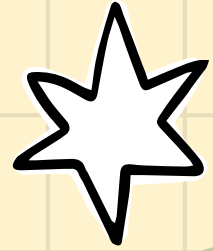


STEP 3: PICK YOUR BATTLEGROUND!

- Hit the ASSET MANAGER button.
- Upload your chosen background: a map, a library  theme, the deep ocean floor or outer space!
- Don't forget to click your uploaded image, then press SELECT.

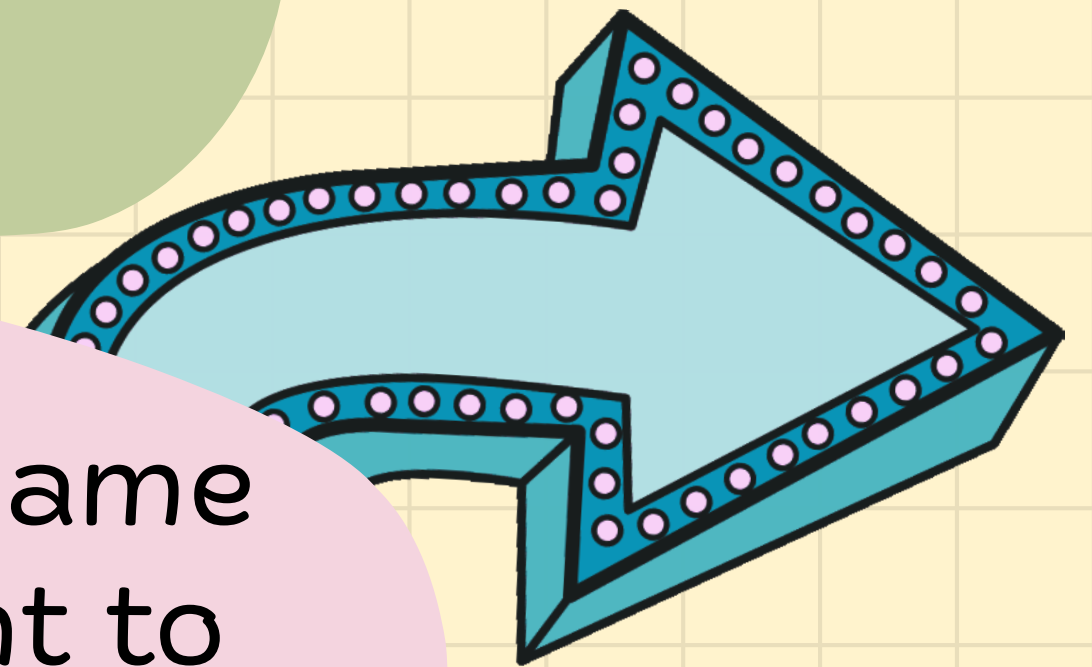


STEP 5: LINK THE NEXT ADVENTURE!



Where does your player go after they smash this high score?

Again, just type the name of the block you want to load next, even if you haven't made it yet!



LEVEL COMPLETE! TIME TO PLAYTEST!

- Click the URL link generated by the dashboard.
- Your game will open in a shiny new browser tab!
- Classroom challenge: Can your teacher or your classmates beat your level?

