Donkey Kong Challenge

This Challenge is set around a series of tutorials created by Simon Lewis based on the popular Nintendo platform game Donkey Kong

What we would like you to do is recreate something similar to this game, using the outline and examples that will be shared each week. You can follow along as we look at the Sprites, Code and Techniques to make the game work, or you can study the material and apply that to your own game.

For the Donkey Kong games, there's a fair few things that will need sprites:

- Donkey Kong
- Princess
- Mario
- Barrels
- Ladders
- Platforms
- Scores
- Heart (when Mario reaches the Princess)

And then there's a few basic things we need to write code for:

- Move left and right
- Move up and down ladders
- Jump Over barrels
- Die when touching Barrel
- Roll the barrels
- Score Points

Each week we will follow the Tutorial steps outlined below. If you want get ahead that's fine but we want to see a working example of what is covered in the week, either in the Donkey Kong project or in your own work.

The Suggested Outline for our group is:

Week 1 - Overview: http://www.anseo.net/scratch-saturday-platform-games-1/

Week 2 - Moving Mario: http://www.anseo.net/scratch-saturday-platform-games-2/

Week 3 - Platforms and Ladders: http://www.anseo.net/scratch-saturday-platform-games-3/

Week 4 - Donkey Kong: http://www.anseo.net/scratch-saturday-platform-games-6/

Week 5 - Barrels: http://www.anseo.net/scratch-saturday-platform-games-7/

Week 6 - Reaching the Princess: http://www.anseo.net/scratch-saturday-platform-games-4/

Week 7 - Adding the Heart: http://www.anseo.net/scratch-saturday-platform-games-5/

Week 8 - Improvements http://www.anseo.net/scratch-saturday-platform-games-10/