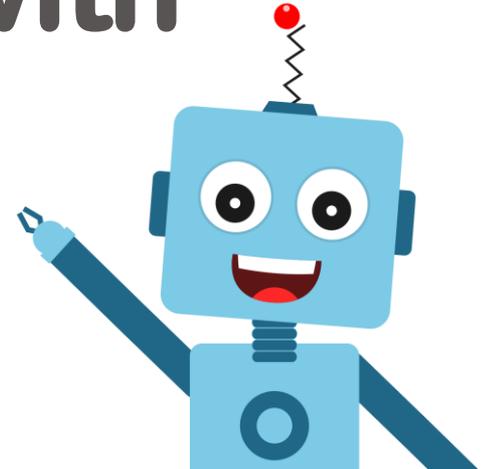


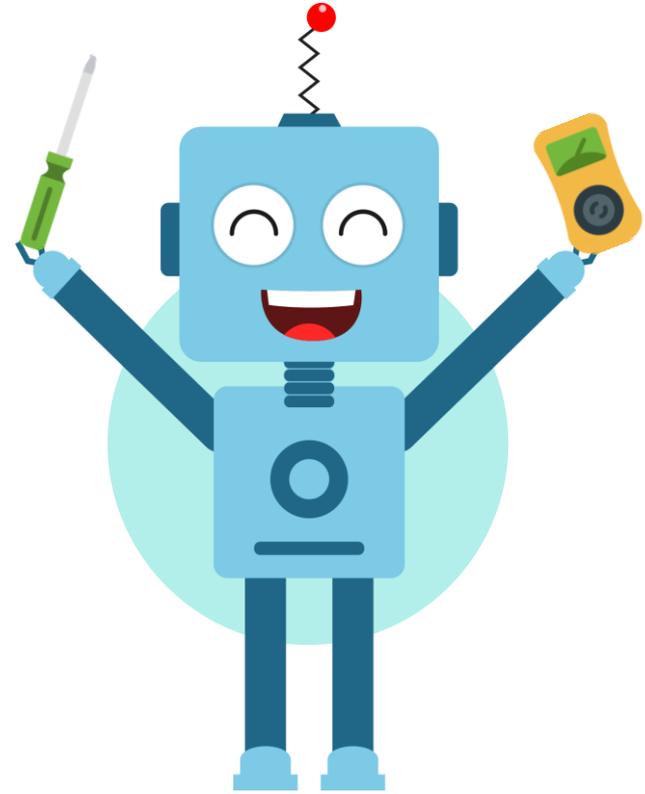
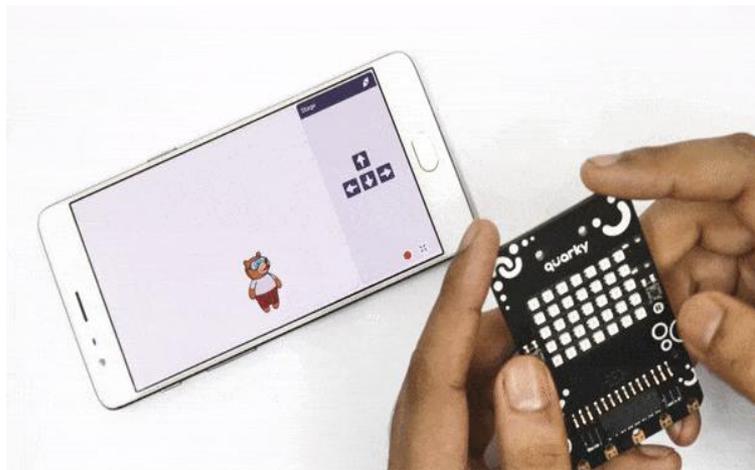
Tobi Controlled with Button

Session 15



Tobi Control

Before we start making our game, we need to understand one very important part of the game – controlling Tobi's movements. We're going to do it using Quarky's buttons.

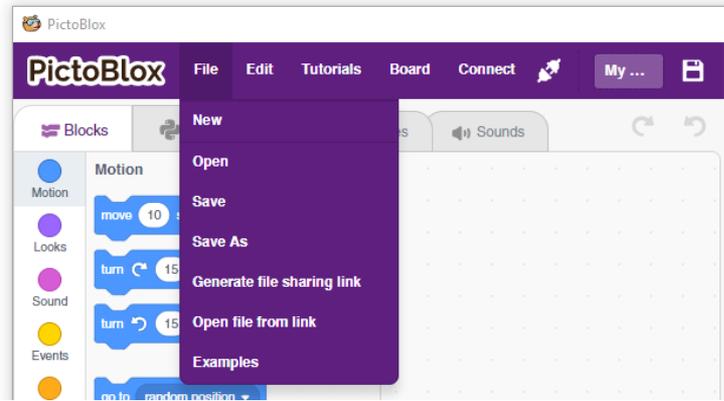


Connecting the Quarky

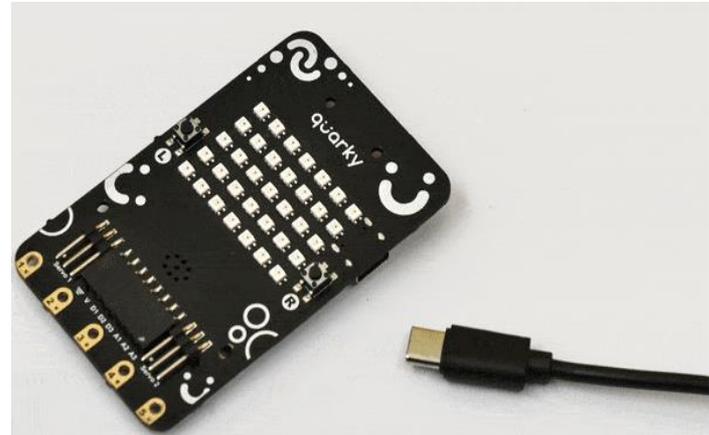
Follow the below steps to connect Quarky.

1. Open **PictoBlox** on your desktop.
2. Connect your **Quarky**.

Quarky can be connected via USB or the Bluetooth Port if you want to connect Quarky via Bluetooth and press **Connect**.



STEP 1



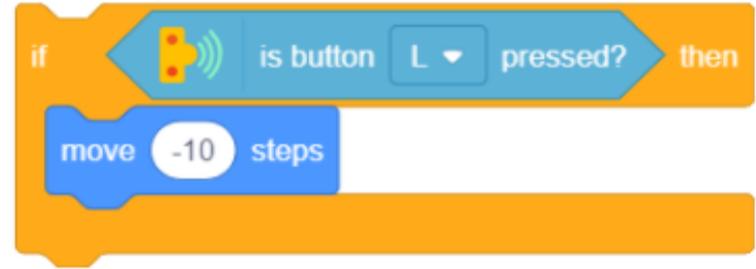
STEP 2

Let's Code

Drag the below blocks into the scripting area.

- is button () pressed – **Sensors**
- If – **Control**
- move () steps – **Motion**

If L is pressed, then, according to our logic, Tobi should move left. Write -10 in the space. The “-” sign means that direction of movement is left.



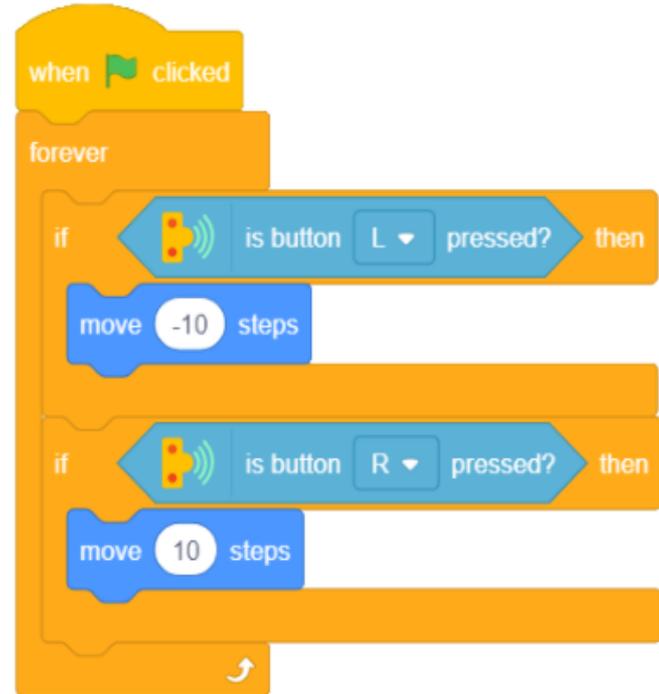
Let's Code

Drag the below blocks into the scripting area.

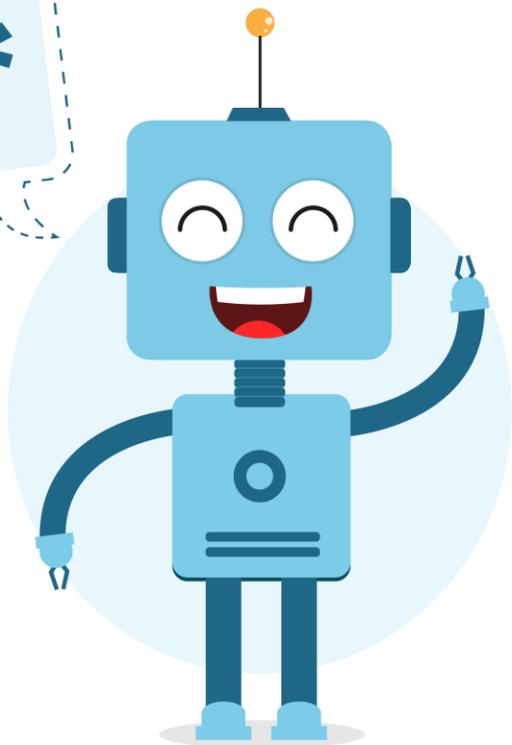
- if – **Control**
- move () steps – **Motion**
- forever – **Control**
- when flag clicked – **Events**

This time press R, then, according to our logic, Tobi should move right. Write 10 in the space. The “+” sign means that direction of movement is right.

Save the project file as **Tobi Control**.



**THANK
YOU**



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