# Coding Info and Tips

To access the coding program, go to arcade.makecode.com. If using an iPad or iPhone, please use Safari, not Chrome. If using a computer, you can use Safari, Chrome, Edge or Firefox. Please check and see if your browser is supported. https://arcade.makecode.com/browsers

To save a game, click the green SAVE icon at the bottom of the screen. The game will be downloaded as a .png file to the Downloads folder on the computer. If you are using an iPad or similar device, after clicking save, tap on the image of your game and select download. It will save as arcade-gamename.png. Once the file is saved, it can be moved to another location for storage. Google drive can be used to save and transfer files from one device to another.
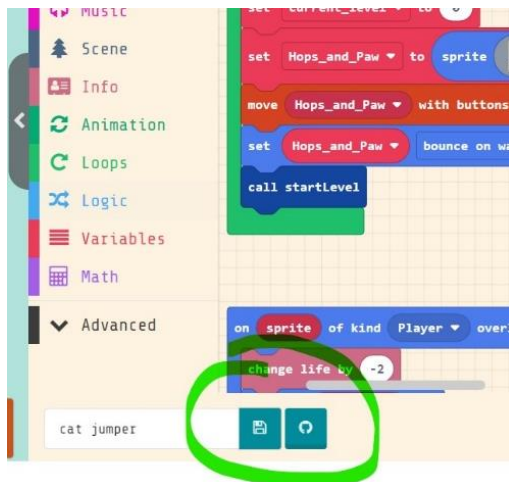
To open a game, go to arcade.makecode.com. If you previously used the same computer/device, your game may appear in the list of games on the computer. Click the game name to open. If you are using a different device, you will need to load your game. From arcade.makecode.com, click the import button. Select "Import File" and navigate to where your file is saved. Select the .png file you saved at the end of your last session and import it.
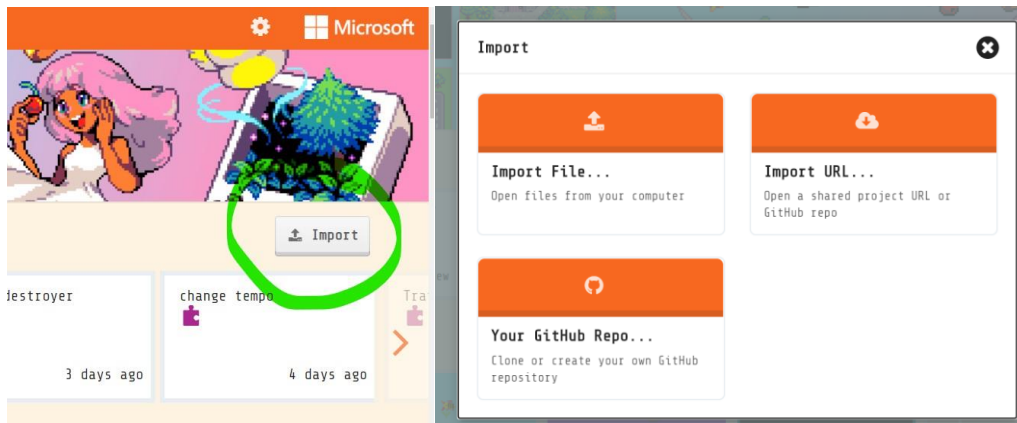
Homework Challenges

These challenges can be done between sessions with the instructor. They are not necessary to the progress of the session but do provide some additional practice with the Makecode platform and allow the students to expand on their games.

**Session 1 Challenge:** Build your own sprite!

Go into the sprite editor and draw your own sprite. You can also choose a sprite from the gallery and edit it.
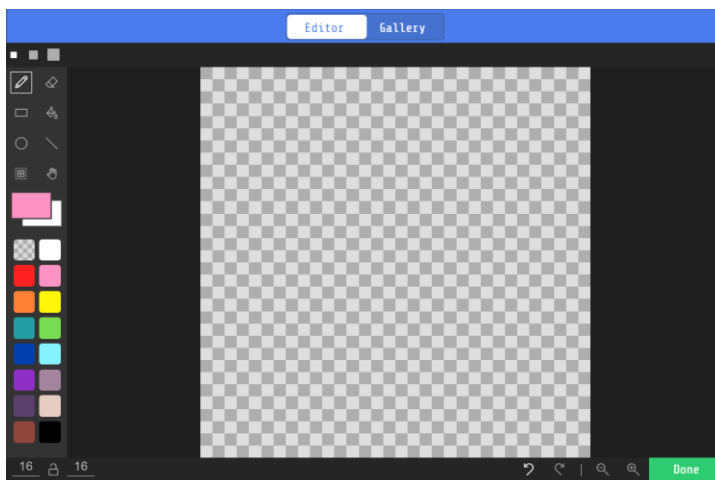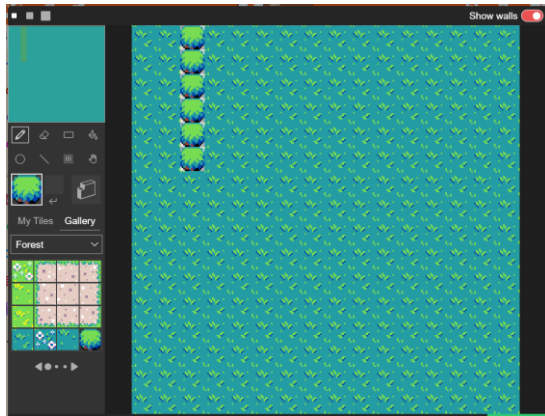

Session 2 Challenge: Build your own background!

Students may be using the block or the block, depending on what game the instructor has chosen. Both images can be edited using the editor to add more detail and creativity to the game.
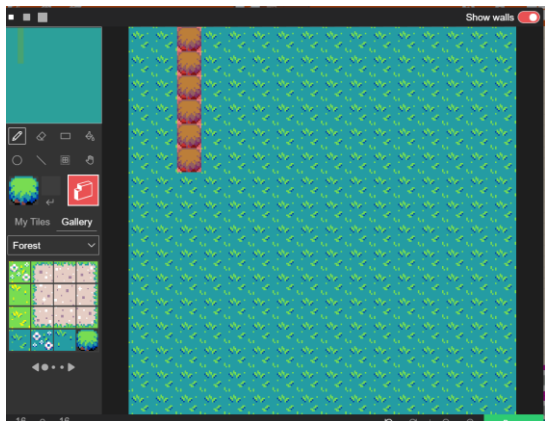
Background image editor:
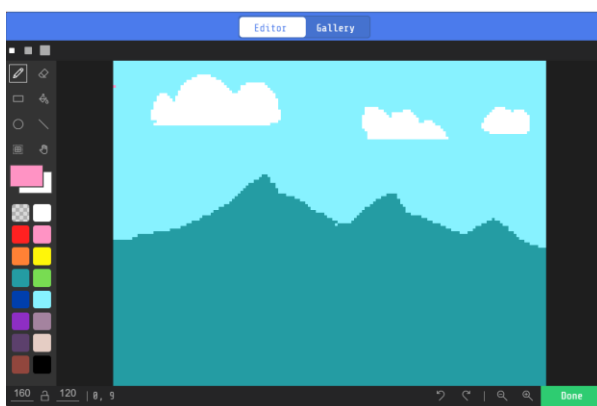
Tilemap editor:

Remember to use the "Walls" tool to turn on all the walls. They should be red to indicate walls.

Session 3 Challenge: Add more bad guys!

Before next session, the students can add more enemies, try out different spawn locations for the enemy, and change the effects enemies have on the player.