Year 6: independently design a game in 3D, using complex algorithms; debug errors.

Press Esc to edit.

Add/Change					
Delete Tile					
Enter Add/Change Tile					
Tab Next Page					
Shift Tab Prev Pa					
Delete Delete Ti					
Esc Return					
Ctrl-P Print Kode					

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1 WHEN keyboard Arrows   forward quickly +

2 WHEN keyboard Space + DO jump high +

3 WHEN bump coin + DO vanish it

4 WHEN bump coin + DO score point 01 +

5 WHEN scored points 100 + DO create heart +

6 WHEN bump star + DO score points 20 +

7 WHEN