

新竹市北區北門國民小學

Bei Men Elementary School

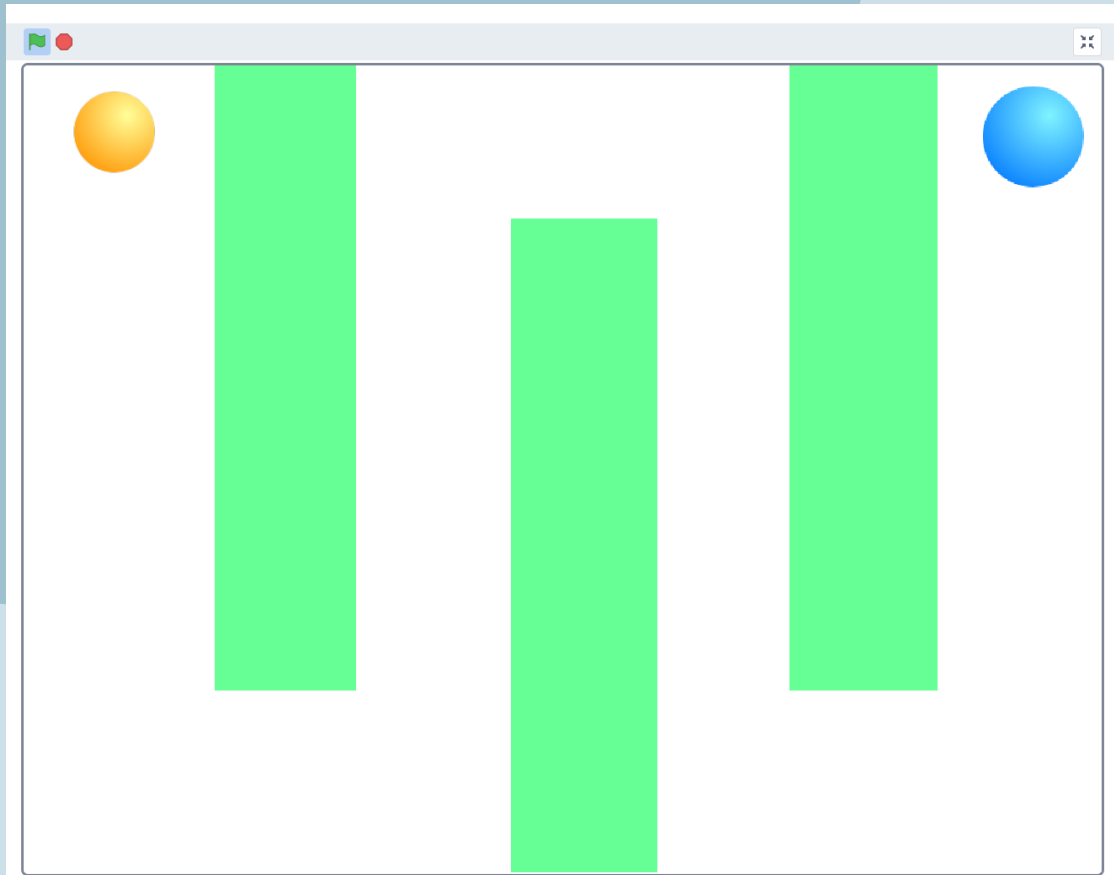
# 玩賞北門 “趣”

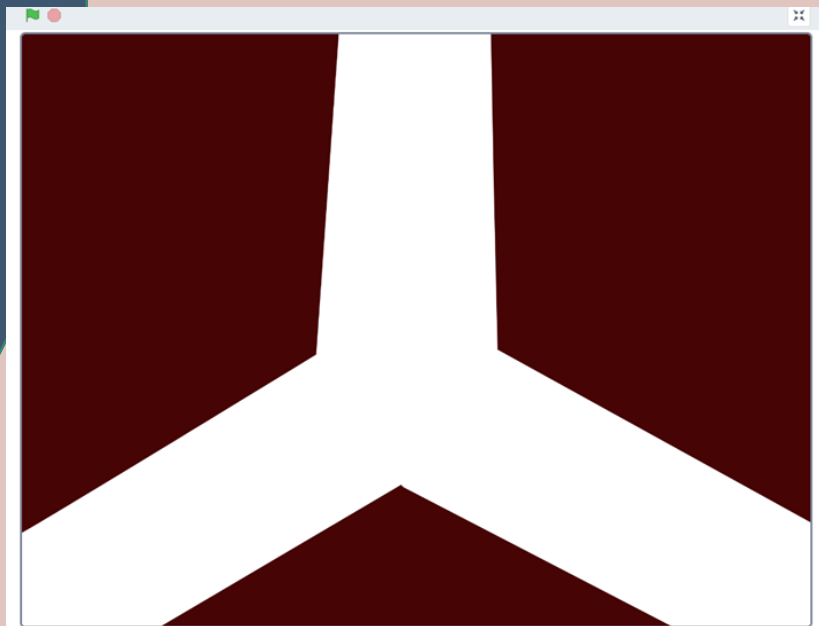
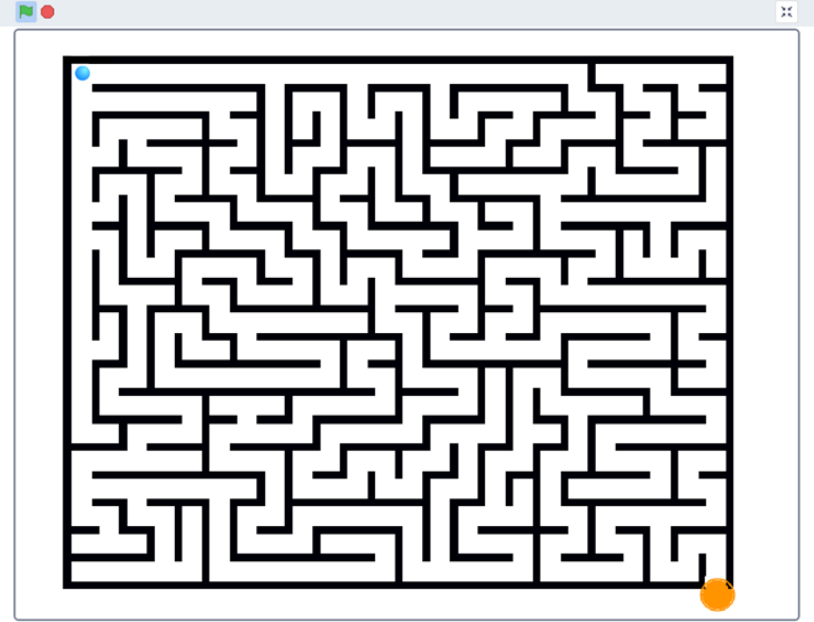
陳桂里主任、許志銘主任、陳湍勝老師  
王峻可、張宸昊、許禹鈞、葉宥辰同學

# 目的

從遊戲中了解學校的  
百年歷史與歷史建物，  
以成為「北門人」為  
傲。

# 五年級學過的迷宮遊戲





複雜路線 ——→ 簡單路線  
——→ 最終決定：用Rabboni的R

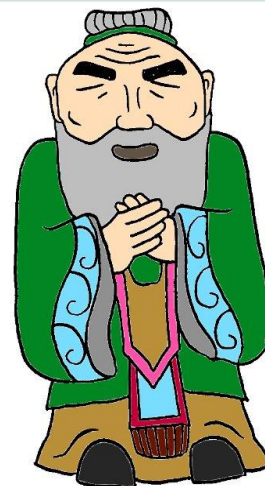
# 決定我們的寶物



百齡樓

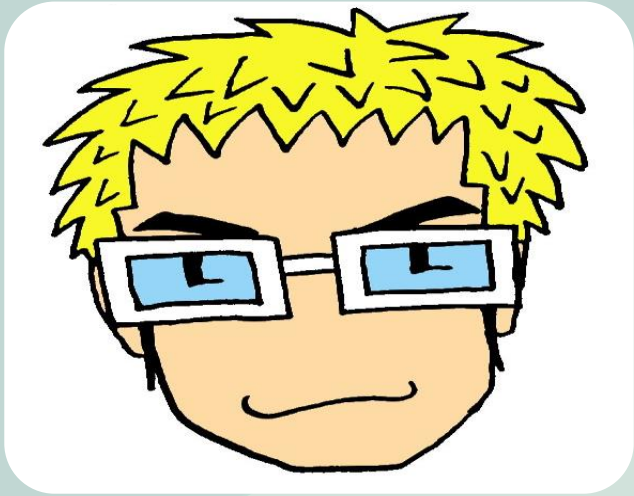


同心堂

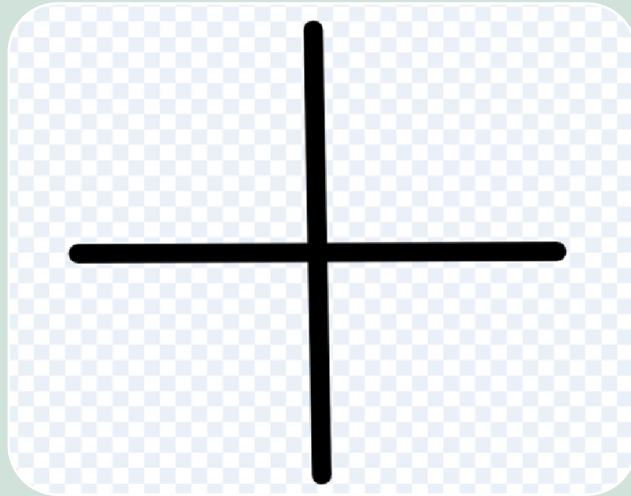


北門國小

# 決定敵人



小王子



風扇



學生夢靨

# 遊戲的主角

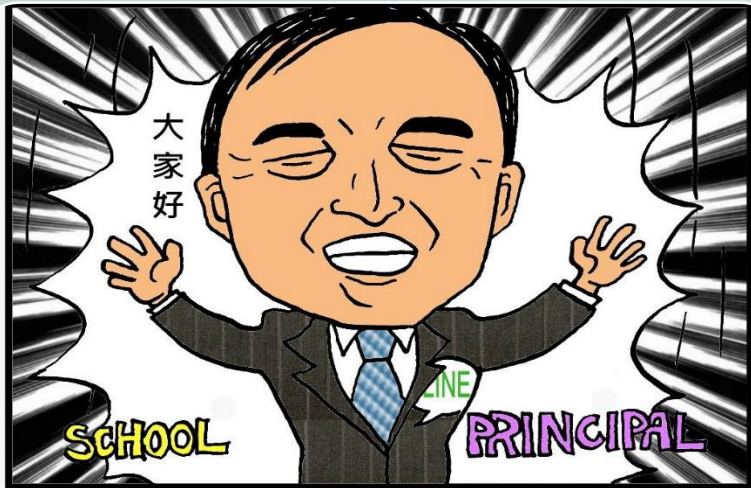


北門男生



北門女生

# 遊戲的配角



Q版校長



Q版洪老師



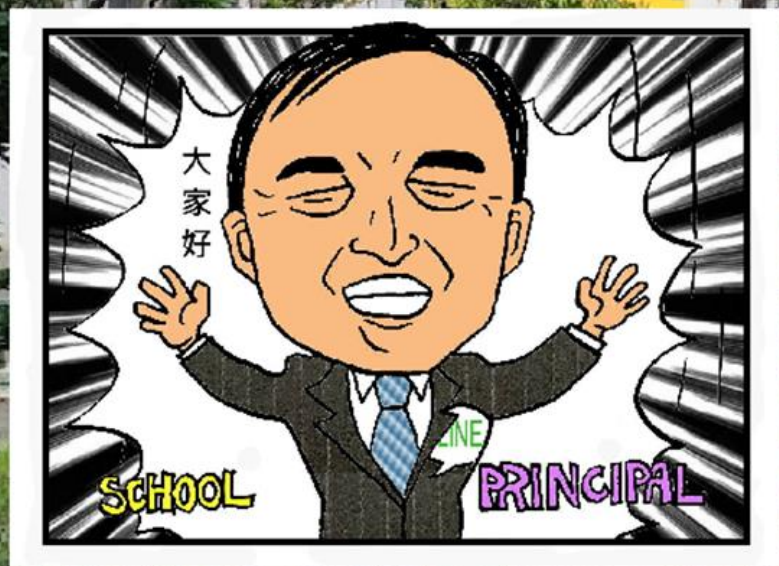
# 讓三年級的學弟妹試玩 我們做的遊戲





無數次地修改...

終於完成!!!



選我



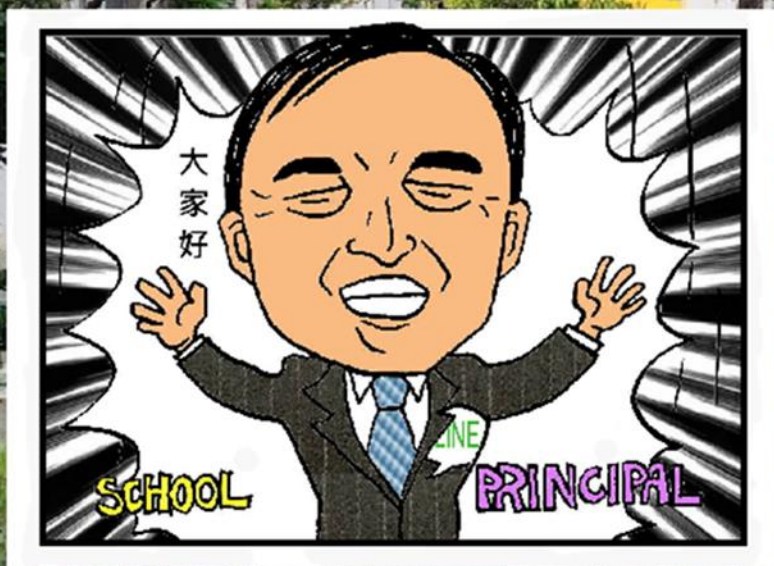
點選人物  
選擇角色

玩賞北門"趣"

# 遊戲簡介



# 遊戲首頁



選我



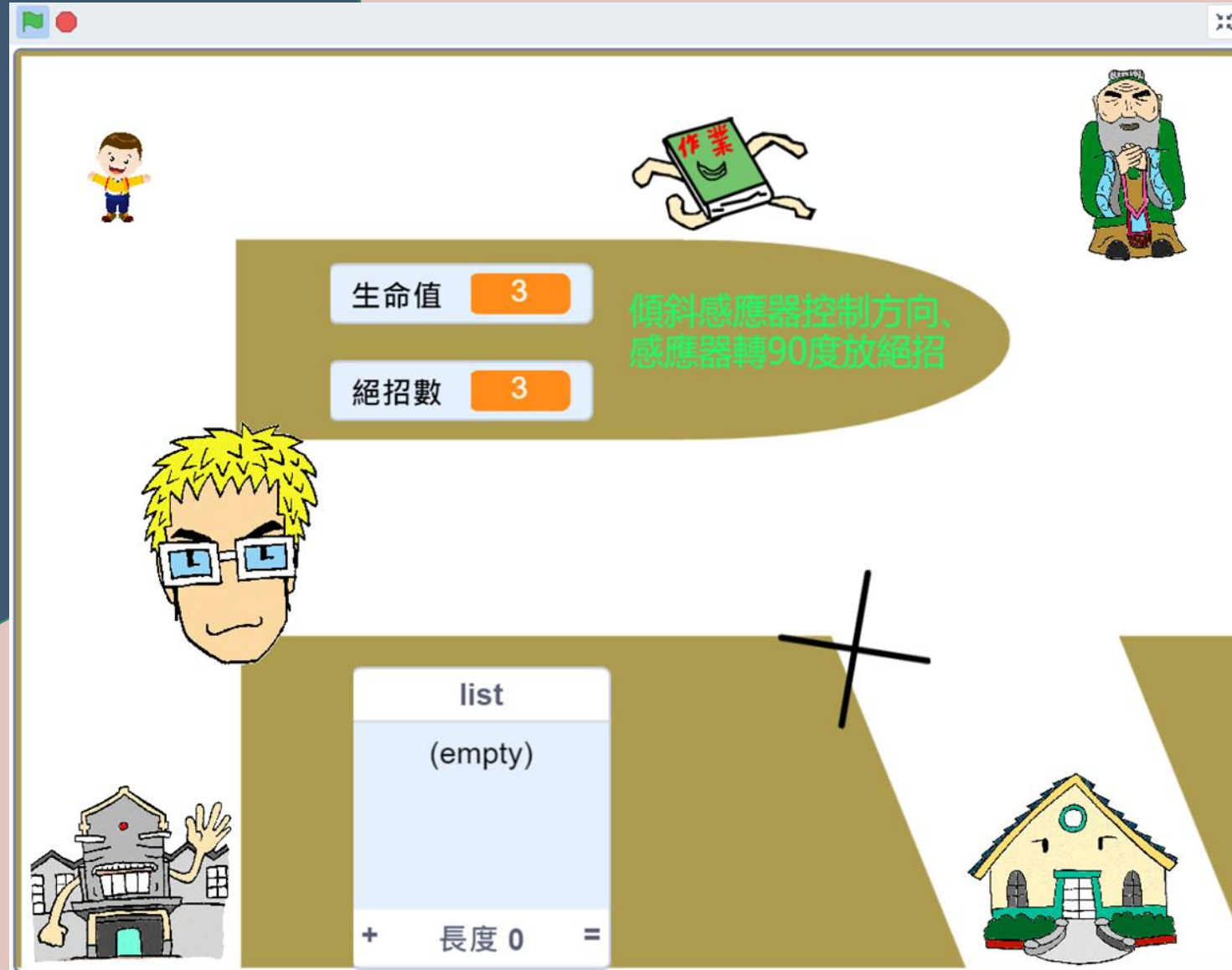
點選人物  
選擇角色



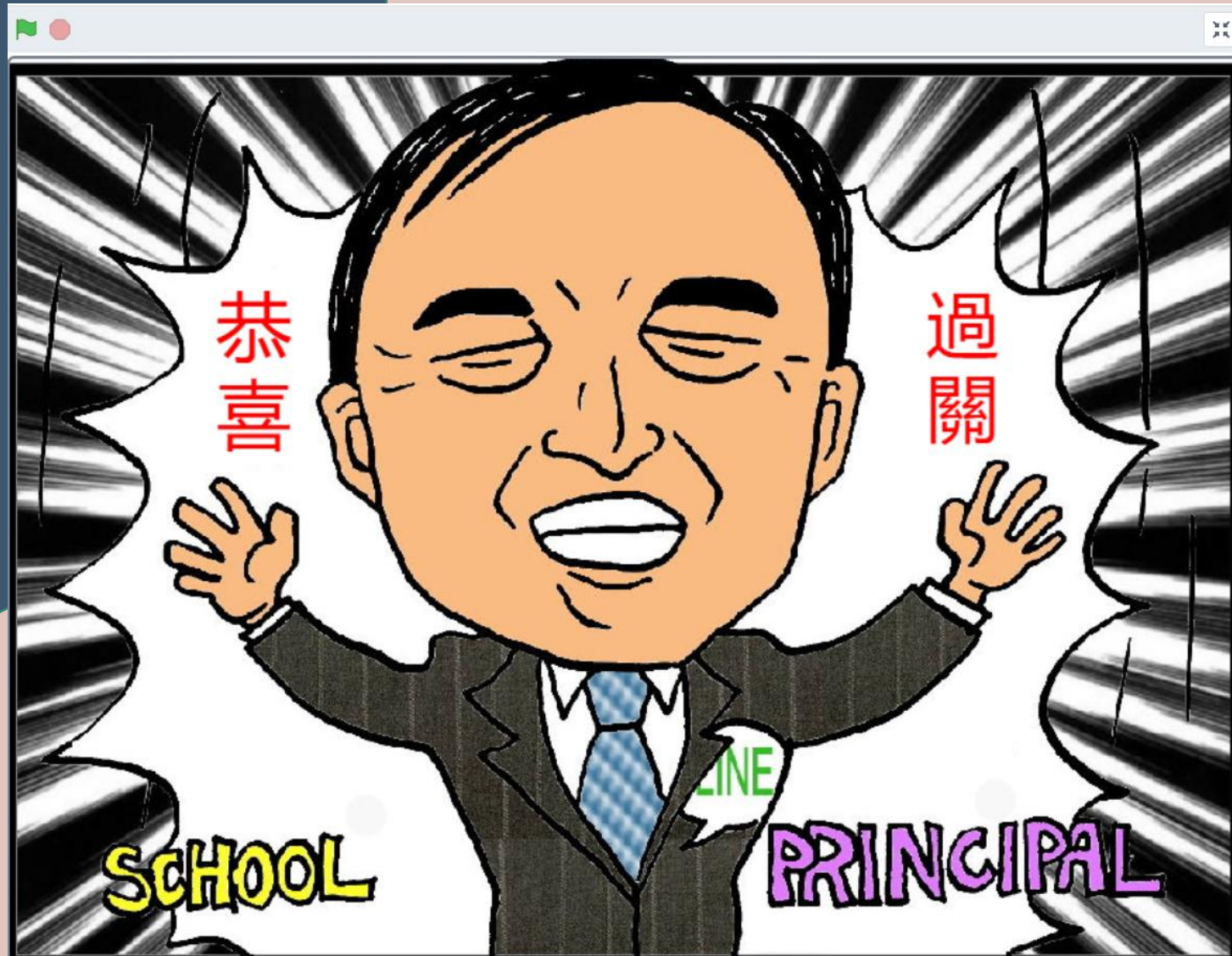
玩賞北門"趣"



# 遊戲畫面



# 過關畫面



# Rabboni程式

The image displays four Scratch code blocks for a game. The top-left block is a 'when clicked' event that triggers a 'repeat forever' loop. Inside the loop, it checks if 'acc X' is greater than 0, then sets 'face' to 90 degrees. If 'acc X' is less than 0, it sets 'turning mode' to 'left-right' and 'face' to -90 degrees. The top-right block is another 'when clicked' event that triggers a 'hide' block, followed by 'set x to -200 y to 130', 'set life to 3', and 'set absolute power to 3'. It then enters a 'wait until' loop for 'background number = 2' and 'life = 0', followed by a 'say' block 'Life is over!' for 3 seconds, a 'broadcast' block 'game over', and another 'hide' block. The bottom-left block is a 'when message received' event from 'main screen' that triggers a 'wait 2 seconds' block, followed by a 'repeat forever' loop. Inside the loop, it checks if 'background number = 2', then if 'absolute power > 0' and 'acc Z < -0.4'. If true, it broadcasts 'enemy cleared', decreases 'absolute power' by 1, and waits 2 seconds. The bottom-right block is a 'when message received' event from 'main screen' that triggers a 'show' block, 'set x to -200 y to 130', 'set size to 10%', and a 'say' block 'Ready!!Go!!' for 2 seconds. It then enters a 'repeat forever' loop that changes 'acc X' by -10 and 'acc Y' by -10.

Scratch code blocks for a game named 'Rabboni'.

**Block 1 (Top Left):** When clicked, repeat forever loop:

- If  $acc X > 0$ , then face 90 degrees.
- If  $acc X < 0$ , then turning mode set to left-right, face -90 degrees.

**Block 2 (Top Right):** When clicked, hide, set x to -200 y to 130, set life to 3, set absolute power to 3, wait until background number = 2 and life = 0, say '生命值歸零了' for 3 seconds, broadcast 'game over', hide.

**Block 3 (Bottom Left):** When message received (main screen), wait 2 seconds, repeat forever loop:

- If background number = 2, then if absolute power > 0 and  $acc Z < -0.4$ , then broadcast '敵人清空', set absolute power to -1, wait 2 seconds.

**Block 4 (Bottom Right):** When message received (main screen), show, set x to -200 y to 130, set size to 10%, say 'Ready!!Go!!' for 2 seconds, repeat forever loop:

- x 改變  $acc X - 10$
- y 改變  $acc Y - 10$

# Rabboni程式： 主角移動



加速度X、加速度Y  
控制主角移動方向



# Rabboni程式： 頭的方向




加速度X 控制  
頭部面向哪邊

# Rabboni程式： 使用絕招



加速度Z 控制  
絕招使用



我們的介紹結束  
開始玩遊戲囉！