

# משחקי מחשב בהוראה ובלמידה

שעור 7: מחוללי משחקים

דודי פלס



# פיתוח כישורי חיים באמצעות לימוד פיתוח משחקי מחשב







# Kodu – בלי פיתוח משחקים לילדים





Edit Play

# The Last Dinosaur

SETTINGS

LEVEL 1

+ NEW

- DELETE

SETTINGS

All Sprites

AVATAR ENEMY BLOCK ITEM SYSTEM



PUBLISH

SAVE

VOLUME



3/3



0/0



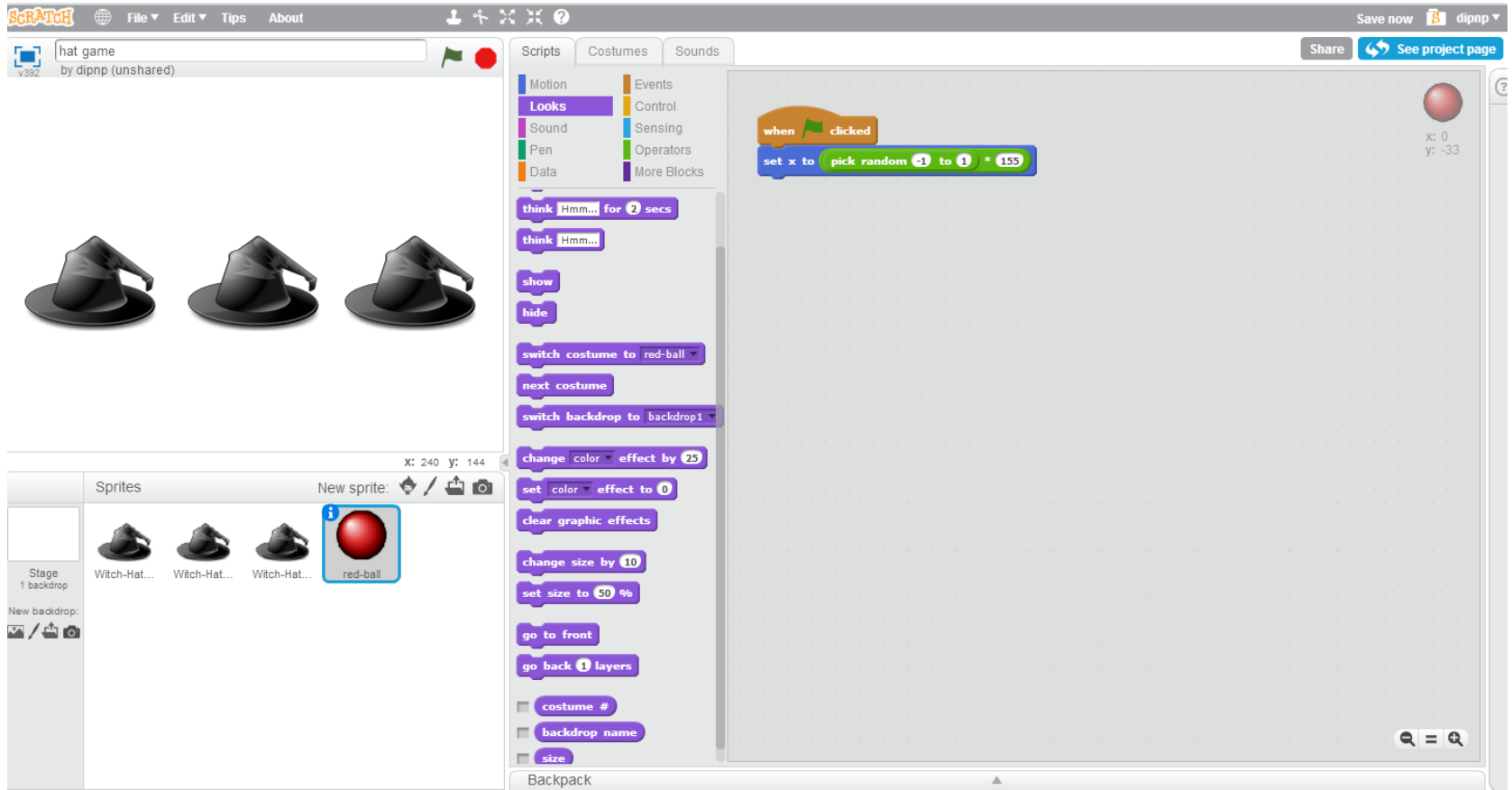
0/100

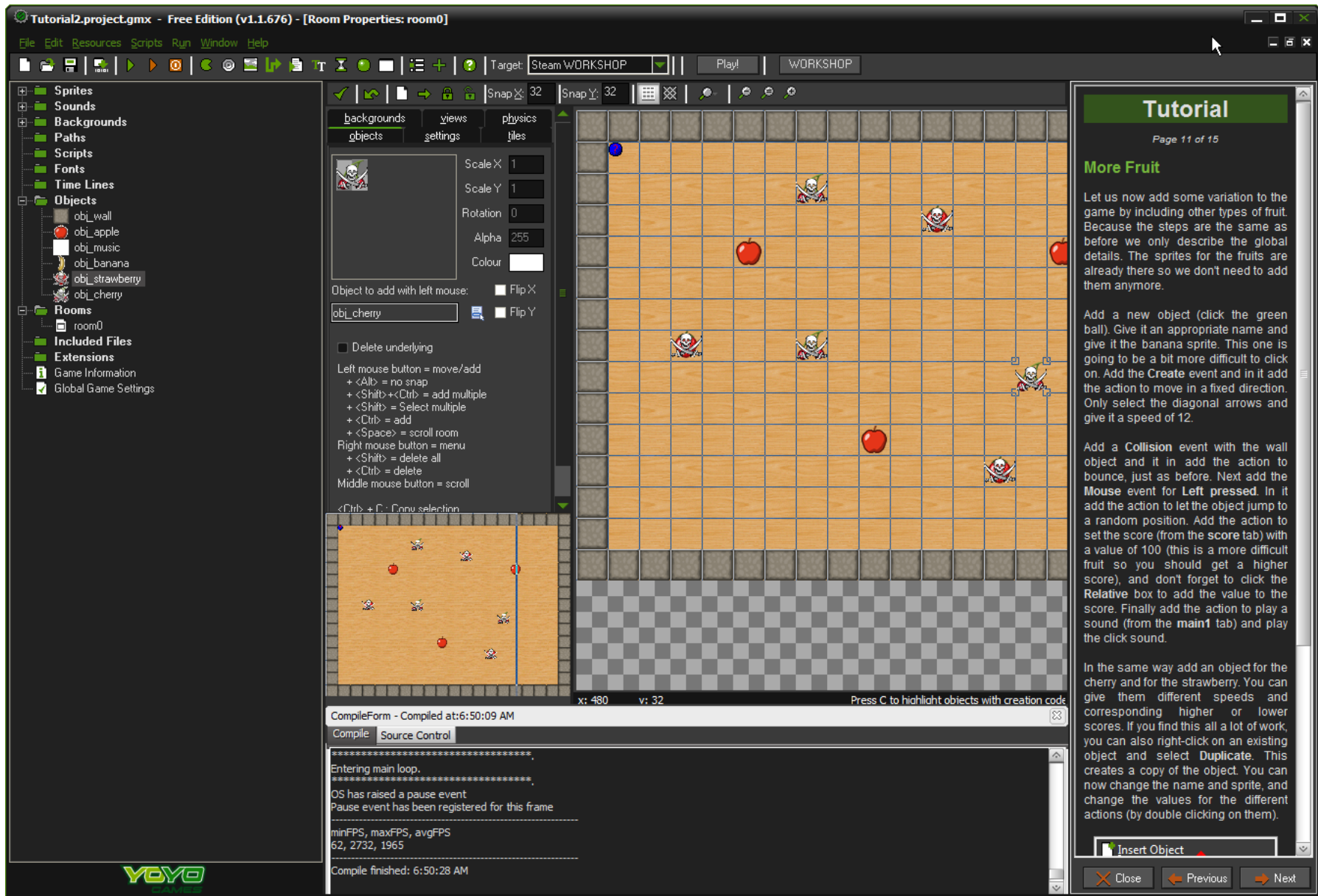






# פיתוח משחק פשוט





Game maker



BILL  
CREATED MICROSOFT





MARK  
CREATED facebook



will.i.am

CREATED THE BLACK EYED PEAS  
NOW TAKING CODING CLASSES





Chris

NBA All-Star  
Coded in college





codeMonkey

GET THE FULL GAME!

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# Learn real coding.

Write code. Catch bananas. Save the world.

Play now!





# הכירות בסיסת Scratch





Getting Started With  
**SCRATCH**  
version 2.0

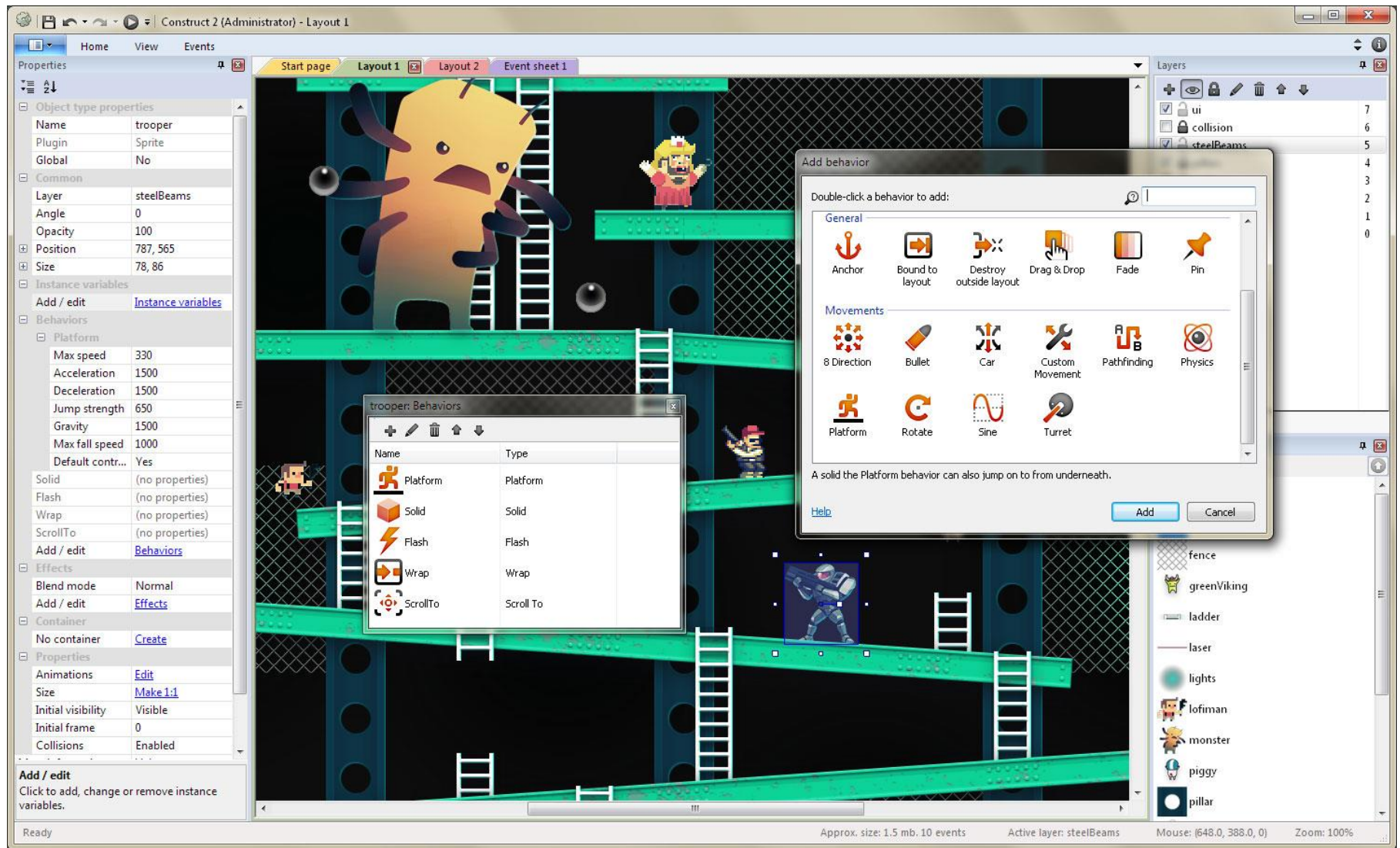


<http://scratch.mit.edu>

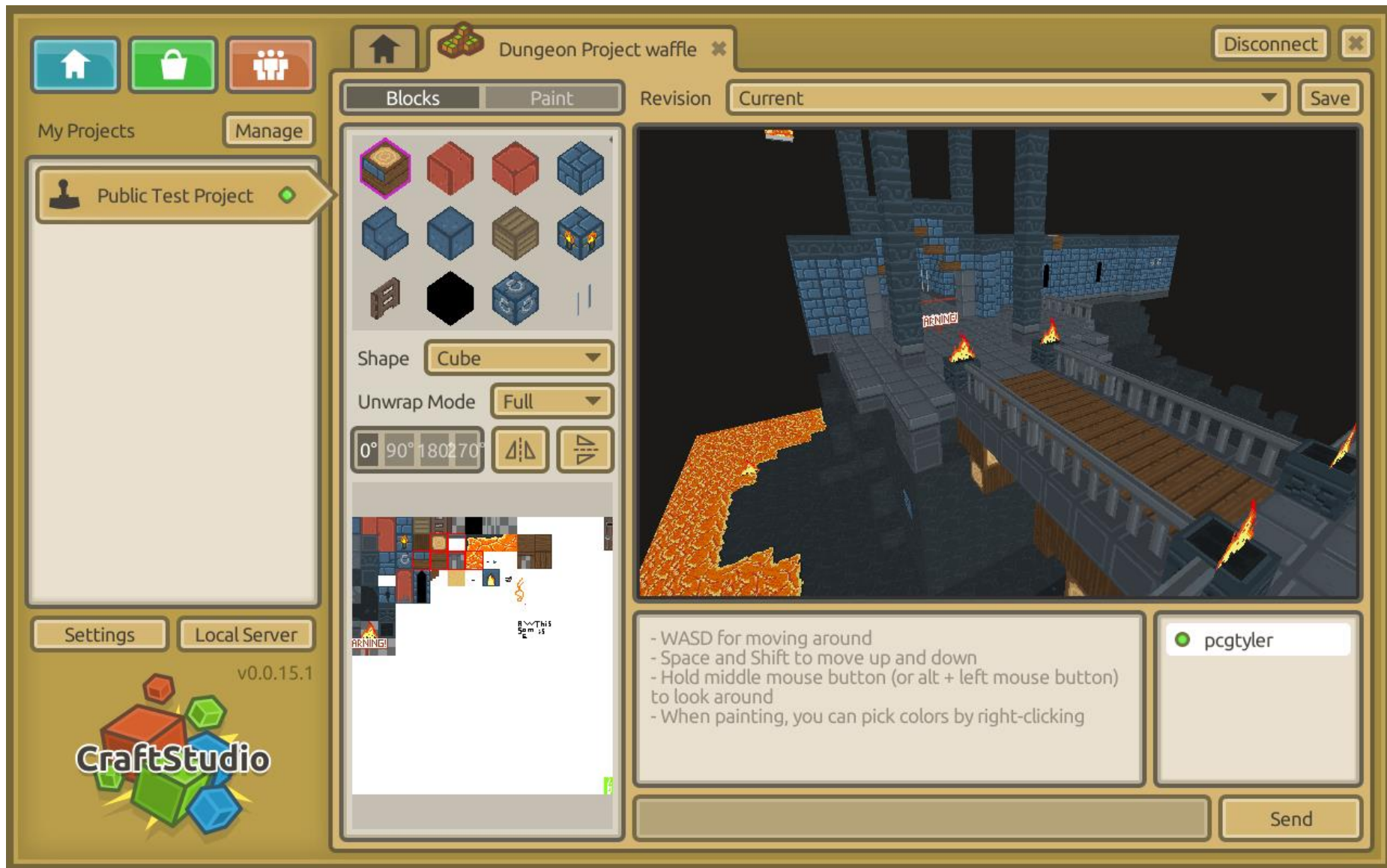
# כלים נוספים ללא קוד





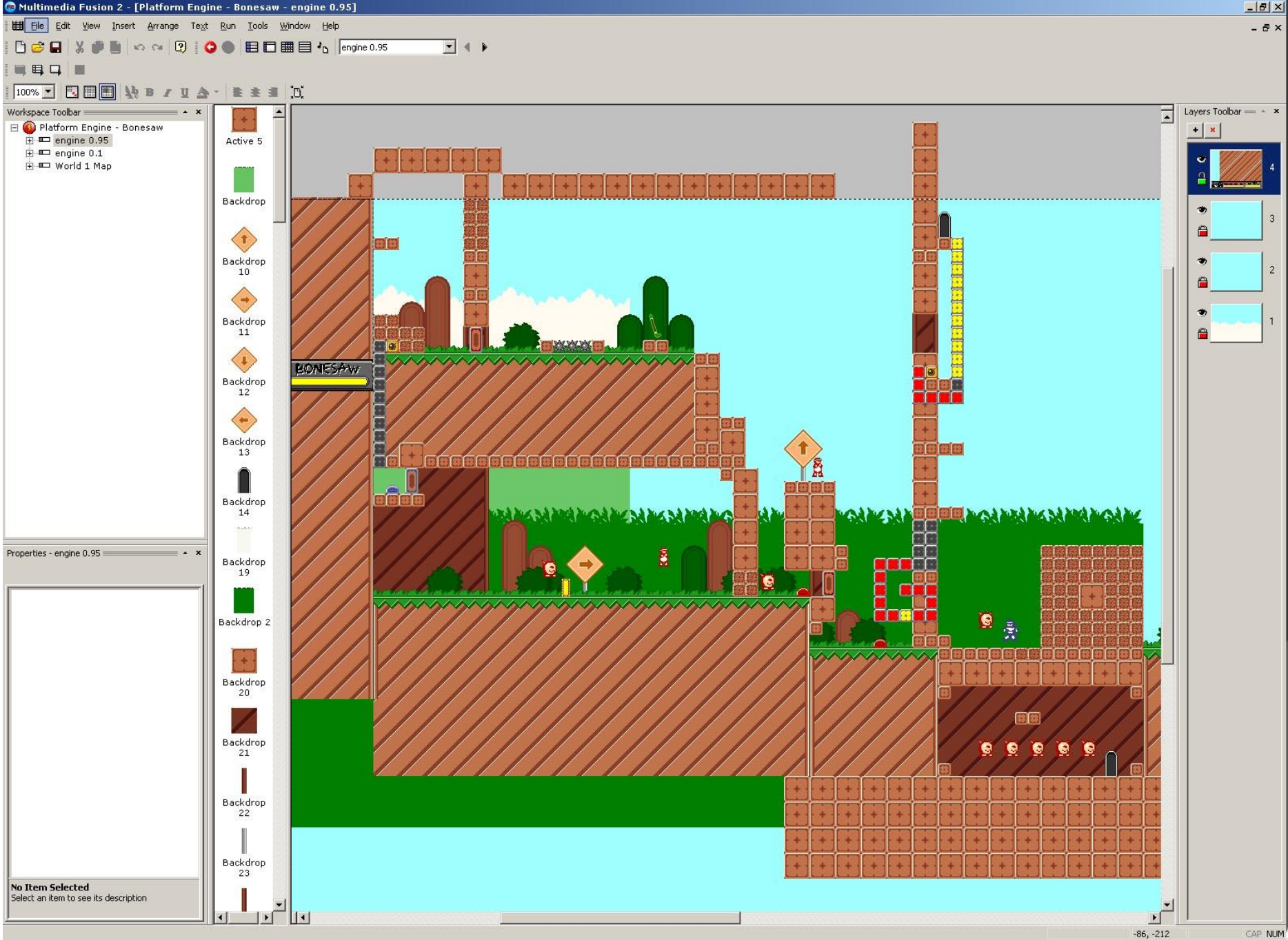


## Construct 2



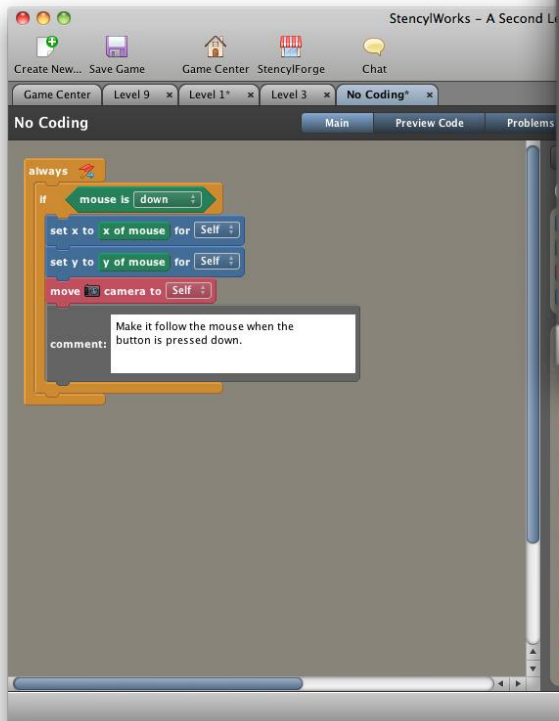
Craft Studio

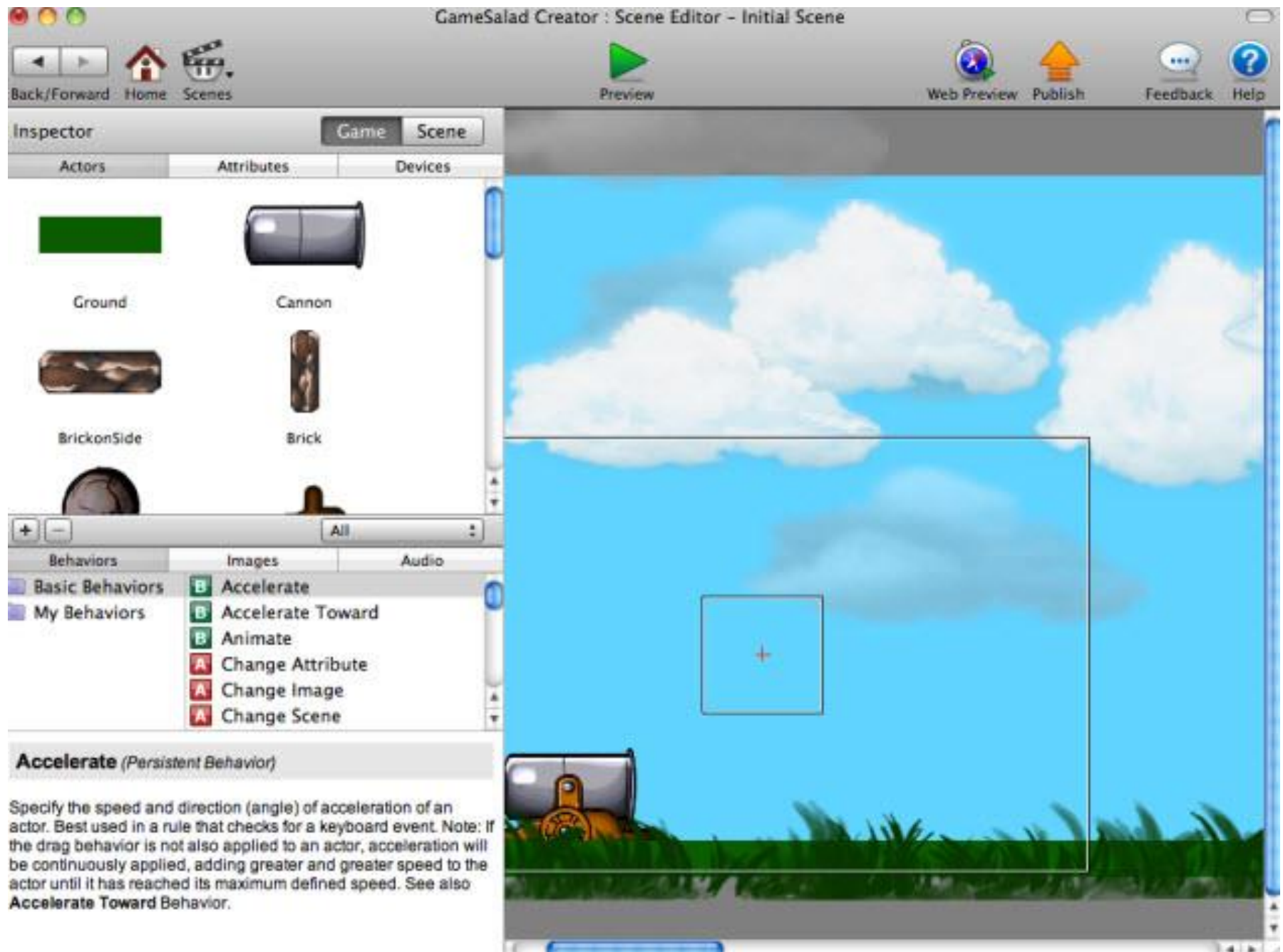




Multimedia Fusion 2







# משחקי טקסט





# ADRIFT

Adventure Development & Runner - Interactive Fiction Toolkit

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## POPULAR GAMES

The PK Girl  
The Fortress of Fear  
All Through the Night  
The Warlord, The Princess & The Bulldog  
the virtual human  
IL GOLEM ( italian )  
Ghost Town  
Give Me your Lunch Money 2010  
Top Hat  
In The Claws Of Clueless Bob

## LATEST FORUM POSTS

how do you let your player know that the game is over?  
The Writing Challenge Reborn  
VARIABLES WITH RANDOM NUMBER ASSIGNMENT  
"Crappiness of C  
Developer Progi  
Oxford IF meetu  
HAPPY BIRTHD  
How to make x s  
Who first?  
Conversation Iss

The House Hust  
A Day At The O  
Free Room v1  
The PK Girl  
My School Soci  
the House

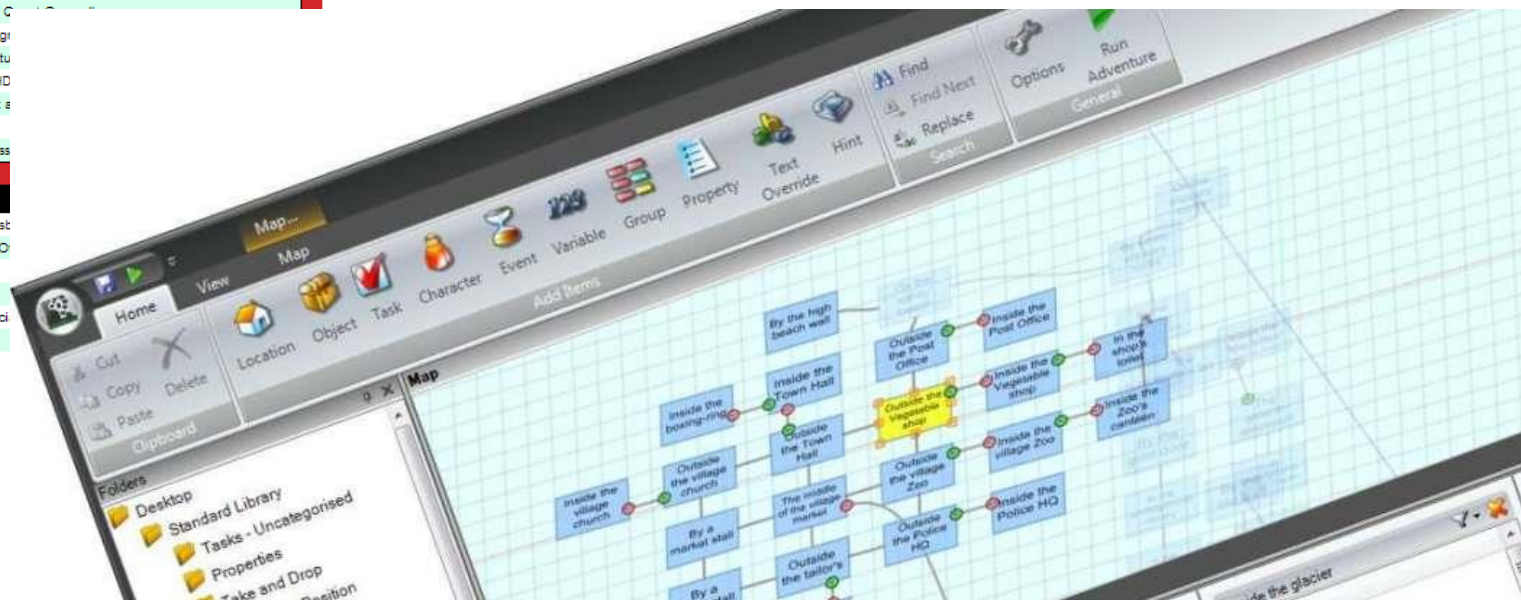
## ➤ What is Interactive Fiction?

Interactive Fiction (formerly referred to as Text Adventures) are a cross between reading a book and playing a game, where you control the main character. Rather than reading the story from start to finish, you interact with everything by typing commands at a prompt, discovering things as you go along. Well written games give you, the player, the impression that anything you type is understood by giving a sensible and meaningful response. Indeed, part of the fun of playing interactive fiction games is discovering responses to things you didn't expect to have been catered for.

Most interactive fiction follows the same basic rules - these include walking from location to location using compass directions (north, east, south-west etc). You can normally pick objects up, drop them, put them on things, talk to characters, push things and much more. [This](#) handy sheet for beginners explains many common commands used in games.

## ➤ How do you create Interactive Fiction games?

There are several different systems for creating interactive fiction. All have their advantages and disadvantages. However, all of the alternatives require you to do some sort of programming.





Twine is an open-source tool for telling interactive, nonlinear stories.

You don't need to write any code to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you're ready.

Twine publishes directly to HTML, so you can post your work nearly anywhere. Anything you create with it is completely free to use any way you like, including for commercial purposes.

Twine was originally created by Chris Klimas in 2009 and is now maintained by a whole bunch of people at [several different repositories](#).



[Download](#)

1.4.1, for [Windows](#) and [OS X](#)



[Try The Preview](#)

2.0 preview, for modern browsers



[Wiki](#)

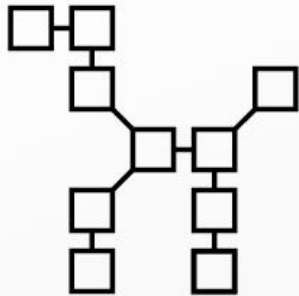
tutorials, documentation



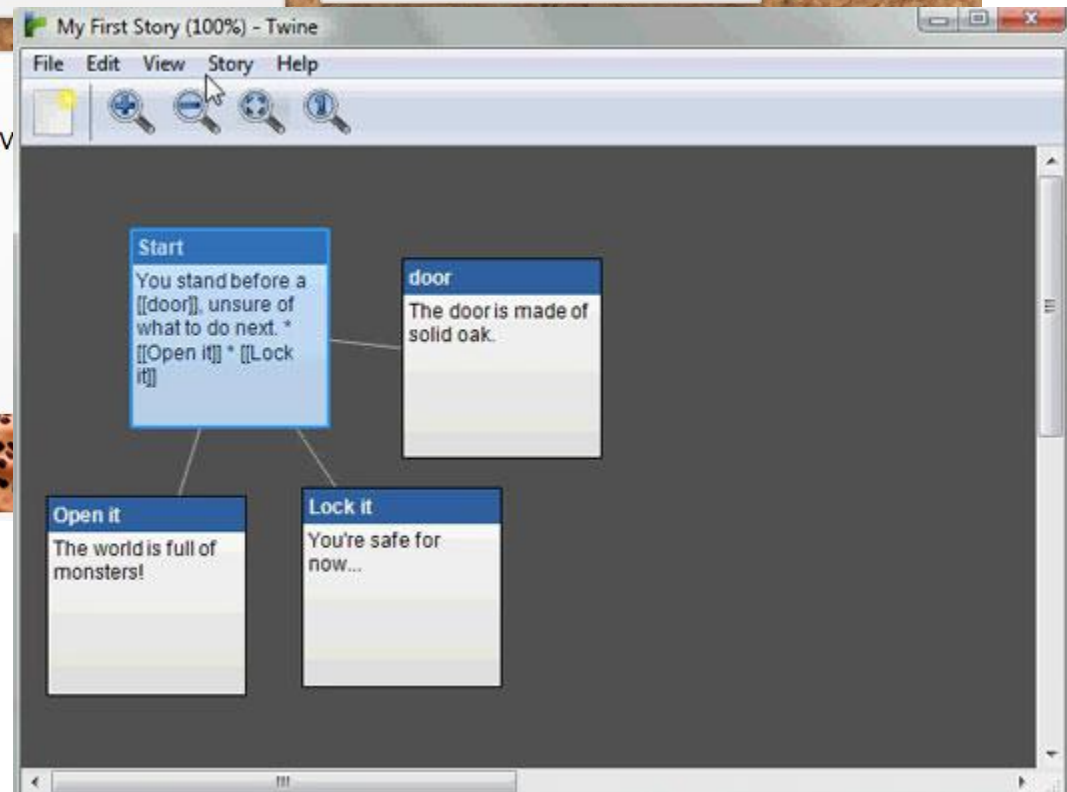
[Forum](#)

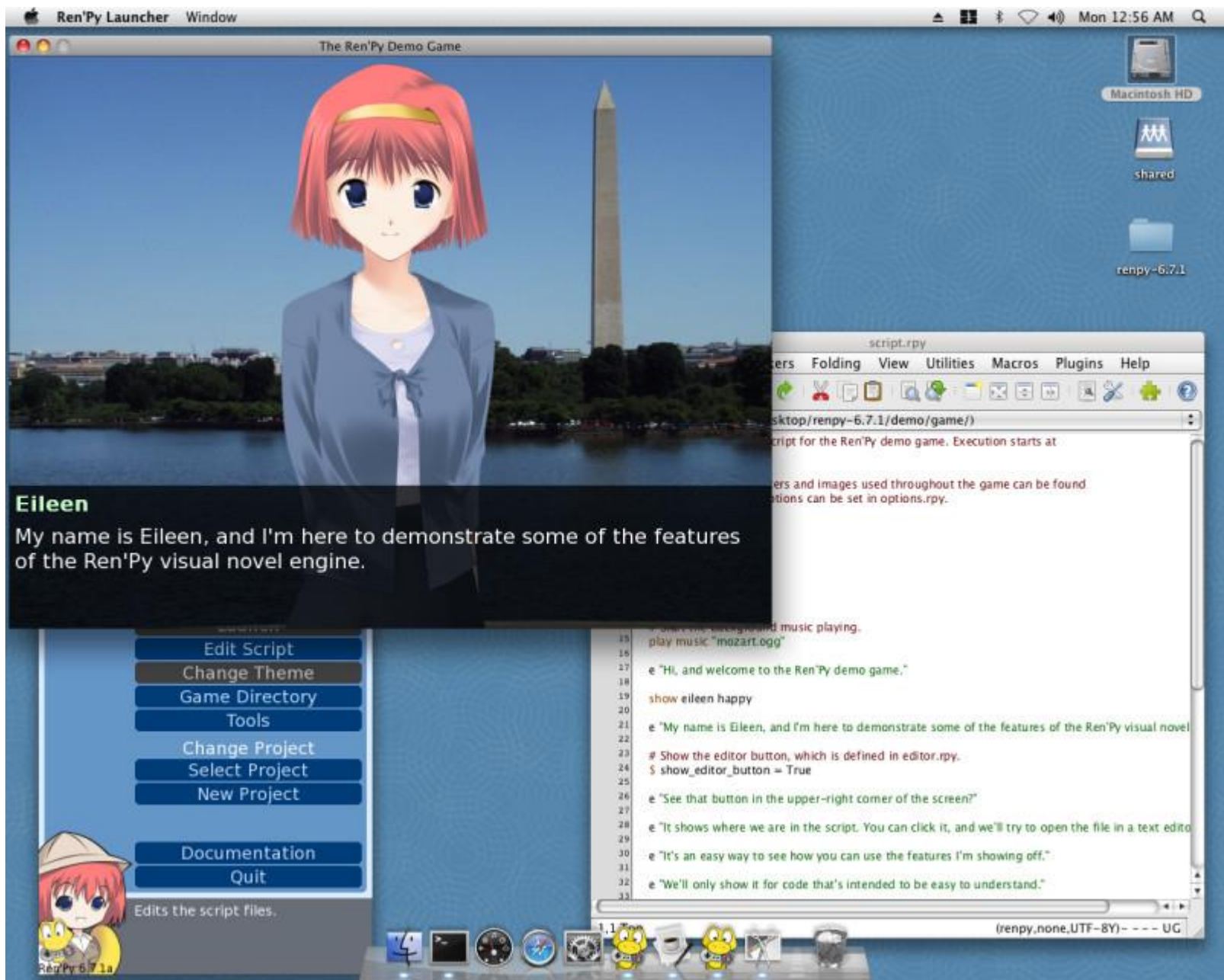
get help, share your work

Twine has been used to create hundreds of v



Twine

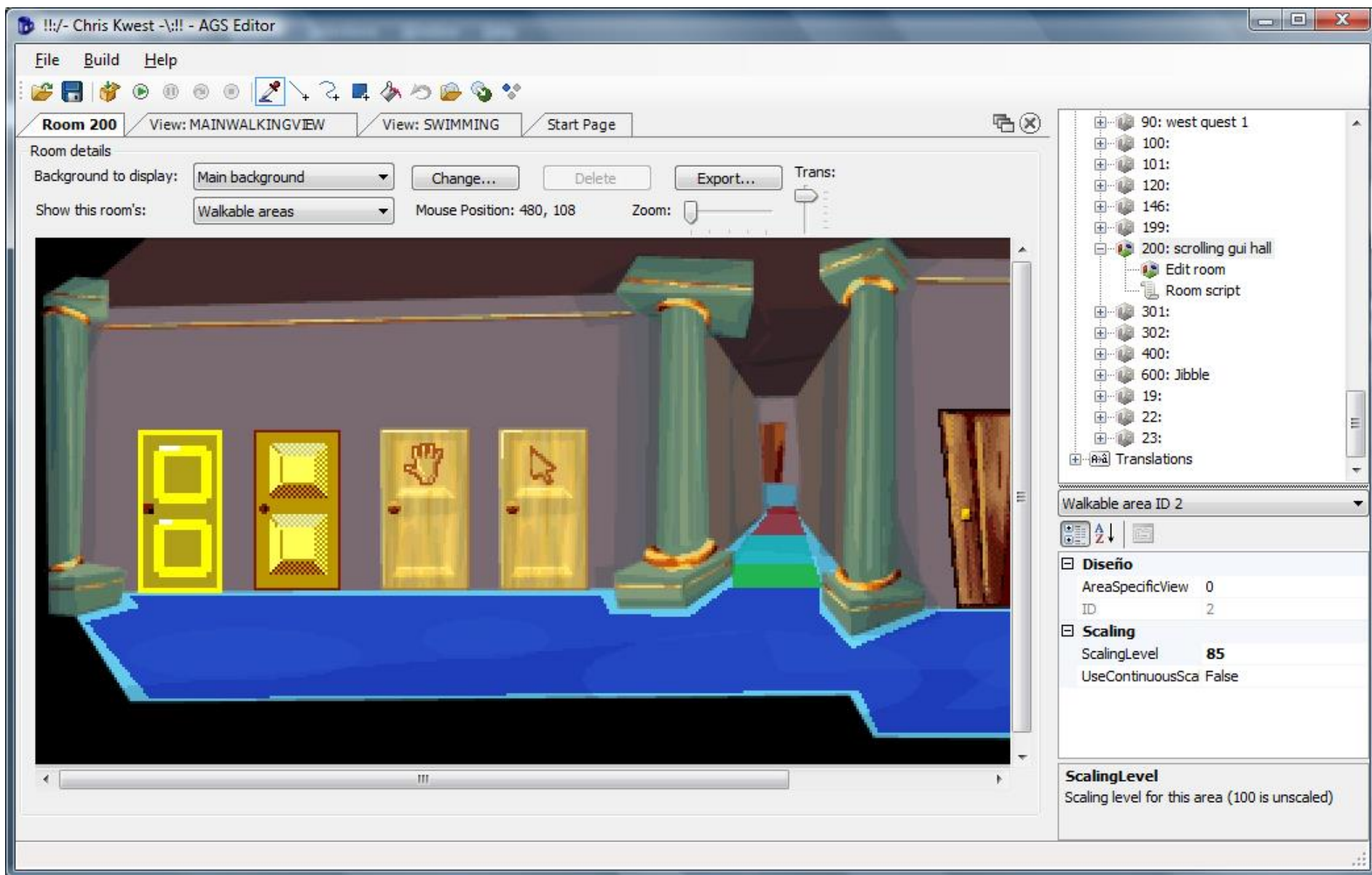




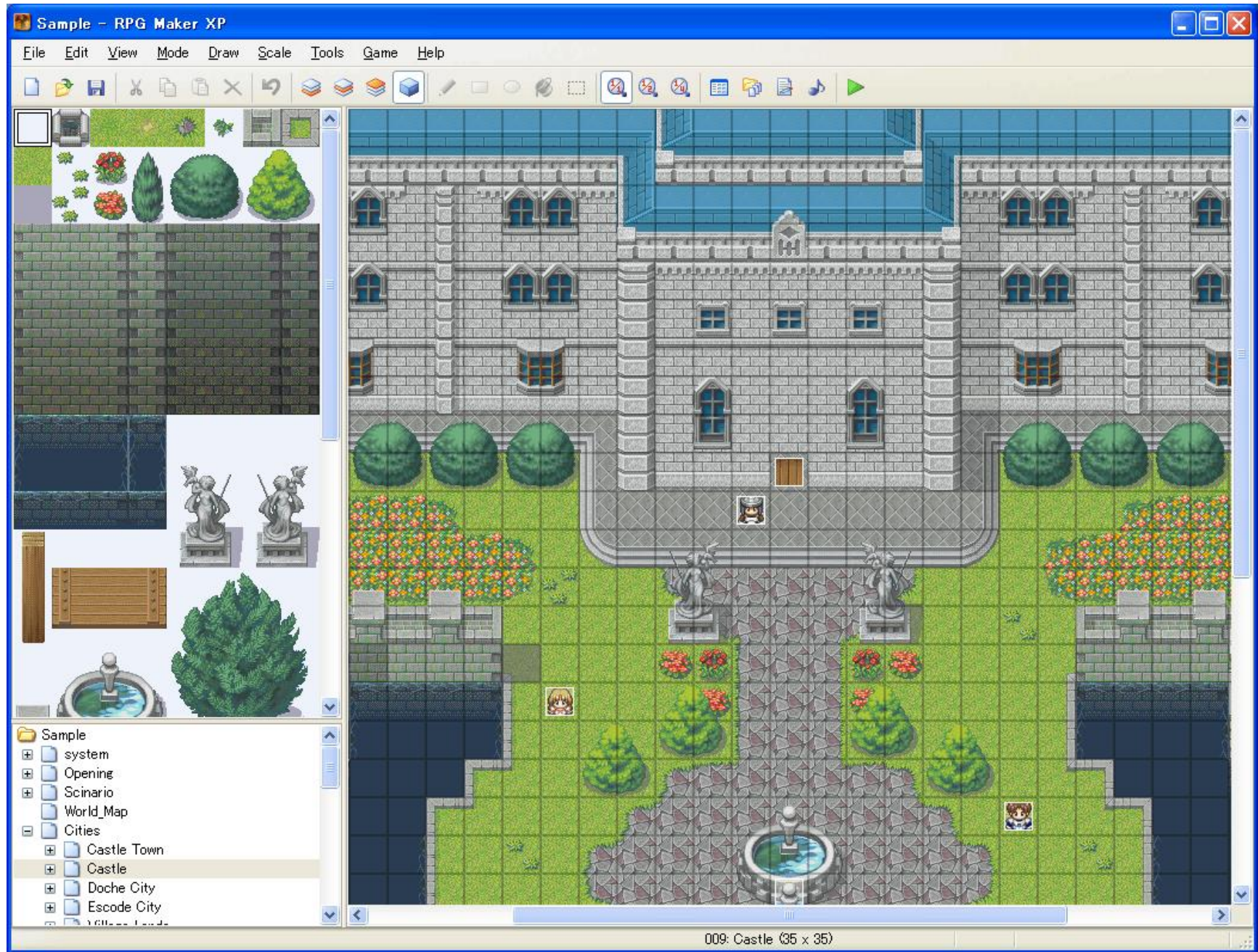


# כלים לז'אנרים ספציפיים











# 4 ACTORS (4)

- 01 HERO 10-WAY
- 02 BOMB
- 03 GUM
- 04 HERO 2-WAY

## 10-WAY HERO

IDLE	18	6
MOVE	18	6
JUMP	18	6
FALL	18	6
CROUCH	20	6
LADDER	18	6
DEATH		

## 10-WAY HERO BTN-A

ALL	18	20	10
CROUCH	20	4	
LADDER	18	20	10

## 10-WAY HERO BTN-B

ALL	17	12	06
CROUCH	20	4	13
LADDER	17	12	19

## PROPERTIES

LAYER	2
HIT BOX	SPRITE
SPEED	1 3
VITALITY	1
GRAVITY	0.10
JUMP MOVES	
JUMP KEY	

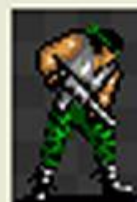
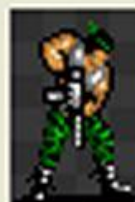
## BUTTON-A (GUN)

GUM 1	03	1	INF
GUM 2			

## BUTTON-C (BOMB)

GUM 3	02	4	1
GUM 4			

PLATFORM / 3-BUTTON (FIRE/JUMP/BOMB)



# תרגיל



# תרגיל לבית: Duolingo



- כנסו לאתר <https://www.duolingo.com/> , או הורידו אפליקציה בשם Duolingo למכשיר נייד.
- הירשמו לאתר, והתחילו ללמוד. סיימו לפחות שיעור אחד. נסו לשים לב למאפיינים בחוויה שמזכירים לכם משחקים והכינו רשימה של מאפיינים אלו.
- הגישו את רשימת המאפיינים וכן את התרשמות מהחוויה (בסרטון או מסמך)
- יש להגיש את במייל לפני השיעור הקרוב



לקריאה נוספת או שאלות  
[www.dudipeles.com](http://www.dudipeles.com)  
[dudipeles@gmail.com](mailto:dudipeles@gmail.com)

“If we teach today as taught yesterday  
we rob our children of tomorrow”  
John Dewey

