



SMARTfloor +

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Creating your own SMARTfloor games

Creating your own game for SMARTfloor is very simple: Below, we'll show you step by step how you can realize your own game idea using Scratch.

Scratch is a visual programming language that works with graphical blocks, making it particularly suitable for beginners. No prior programming knowledge is required, so even students as young as 5th grade can get started.

SMARTfloor, with its motion-based input method, serves as a motivator and enables diverse and creative teaching methods.

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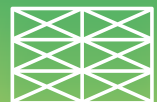
Developing a game idea



Game creation in Scratch



Upload to SMARTfloor Hub



Playing on SMARTfloor

Developing a game idea

Let your creativity flow and develop your own game idea together with your class.

In our example, we came up with "Ben", who has to dodge falling balls. The more balls Ben dodges, the faster the subsequent balls will become. In order to prevent the game from ending too quickly, Ben has three attempts. The player who dodges the most balls wins the game.

Download example project
„Ben the Brave“

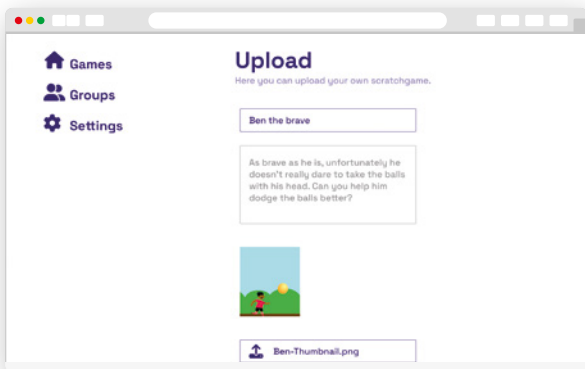
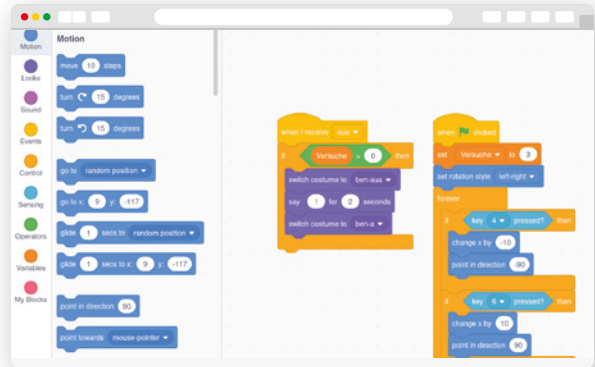


<https://scratch.mit.edu/projects/987911164/>

Game creation in Scratch

In addition to the ability to easily customize actors and stages graphically in the game, Scratch provides all the necessary “building blocks” needed to implement the developed game idea. In our example, Ben should only move left and right. For this, we will use the left arrow key (4) and the right arrow key (6) on the SMARTfloor.

<https://scratch.mit.edu/projects/987911164/editor/>



Uploading to SMARTfloor Hub

Now, the finished game can be saved as an .sb3 file on your computer and uploaded to SMARTfloor Hub (<https://hub.smartfloor.de/create>). With just a few clicks, the game will be directly synchronized with your SMARTfloor.

On the SMARTfloor, ready, set, go!

Your game can now be played on the sensor floor. But beware: what might be relatively easy with a keyboard becomes a sporty challenge on SMARTfloor!

