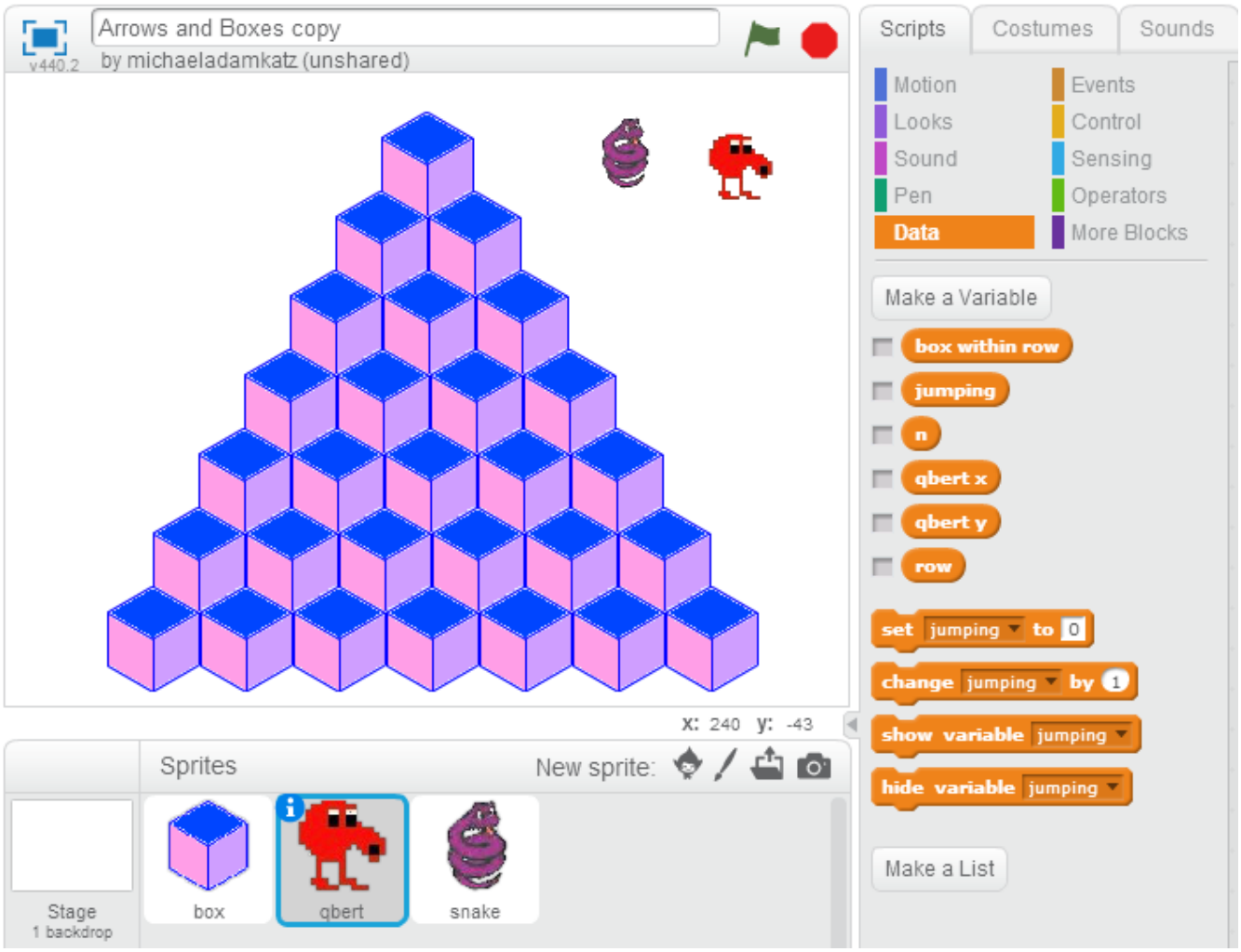
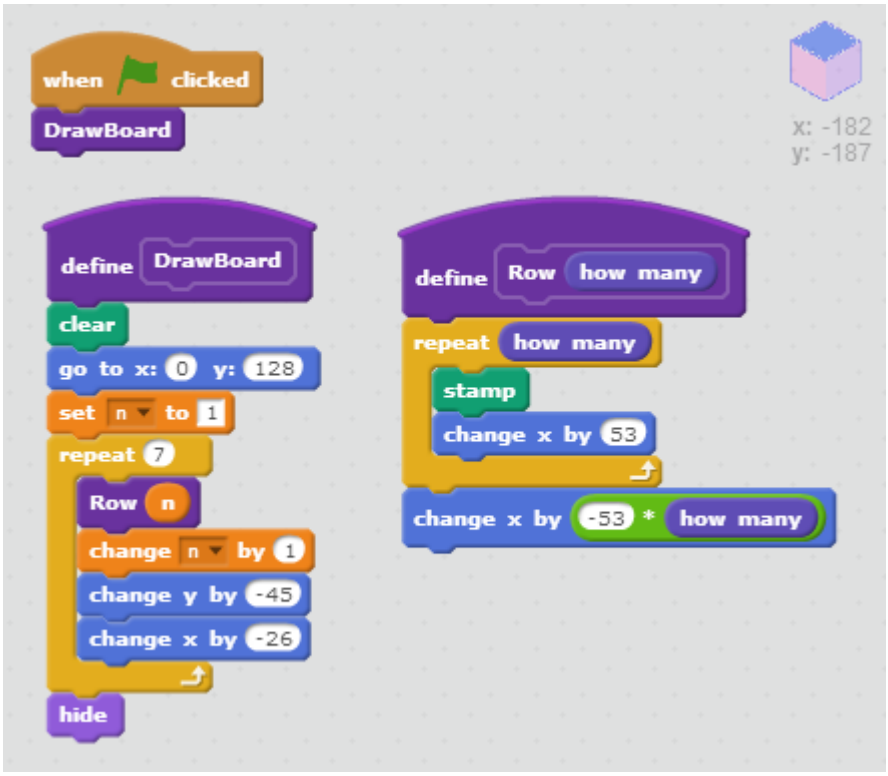
The numbering of the spaces

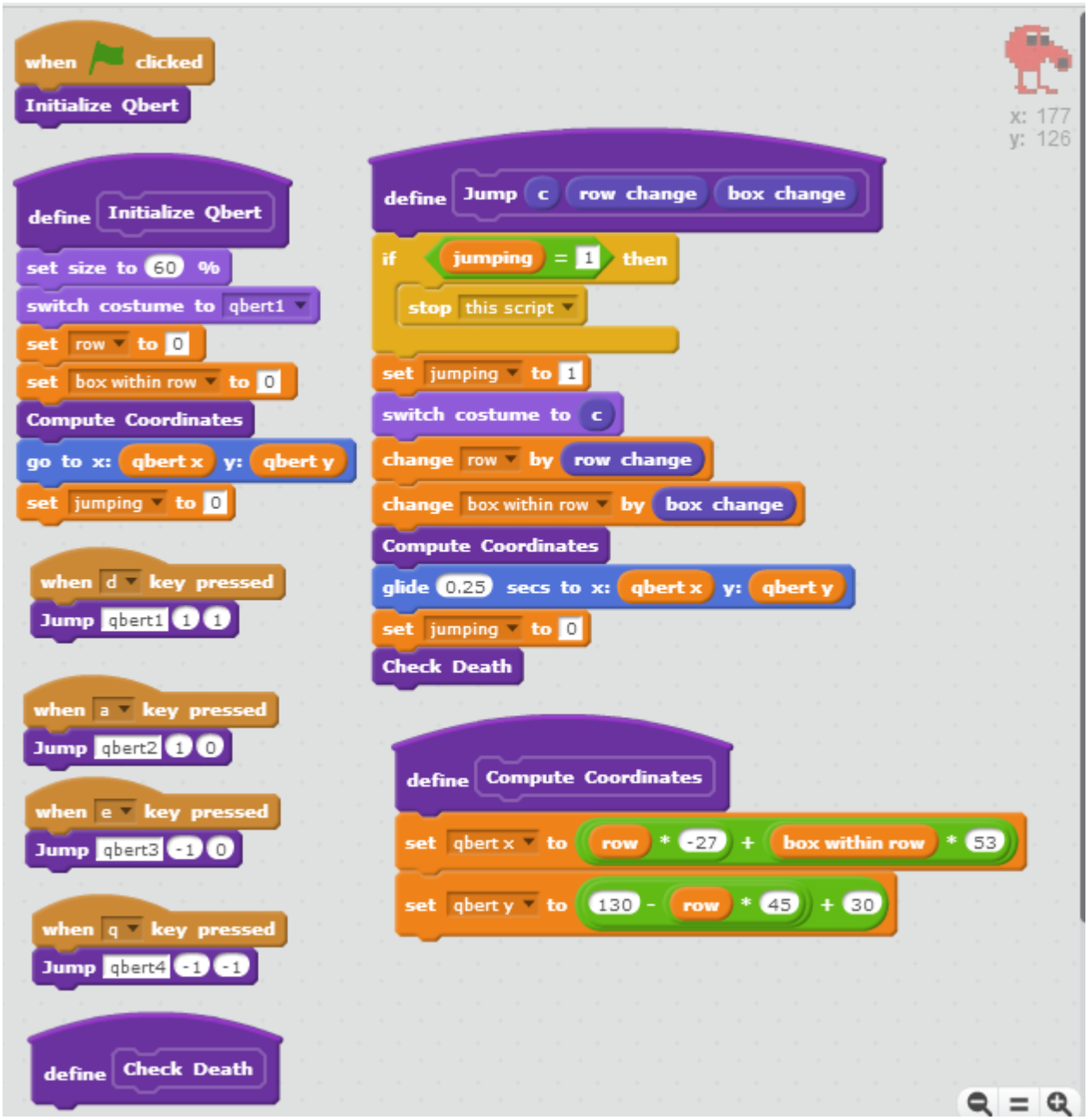
The variables



The box script



The Qbert script



Easier challenges:

- Play a (not too loud) sound each time Qbert lands on a square.
- Copy the Qbert sprite and make a second Qbert character that uses other keys. One person can control the first Qbert and another person can control the other one.
- Write the “Check Death” function. The function should consider the variables “row” and “box within row” and figure out if qbert is off the board. If he is, have him say something funny for a couple seconds, then call “Initialize Qbert” to put him back on the start space.

Harder challenges:

- Make the snake jump around the board randomly, but don't let it jump off the board.
- Use “broadcast to send a message to the block to have it change the block color when Qbert lands on a block. Do this by “stamp”ing the block in that position.
- Can you figure out when the board is complete and Qbert has won? This is not so easy. It probably requires using a list.