CHAPTER 5 – Building a House step by step

In this chapter we will deal with improving and upgrading the Building skill,

In addition, we will learn about defining the code from the script.

Lesson 5.1 – Building a floor, walls and ceiling

Task – building a house with walls and ceiling In this lesson we will practice the construction skills more and build a house where the

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Lesson 5.2 – Adding textures to walls, floor and ceiling

Task: Add textures to the house. Once the house structure has been built, it is time to define colors that will match in terms of

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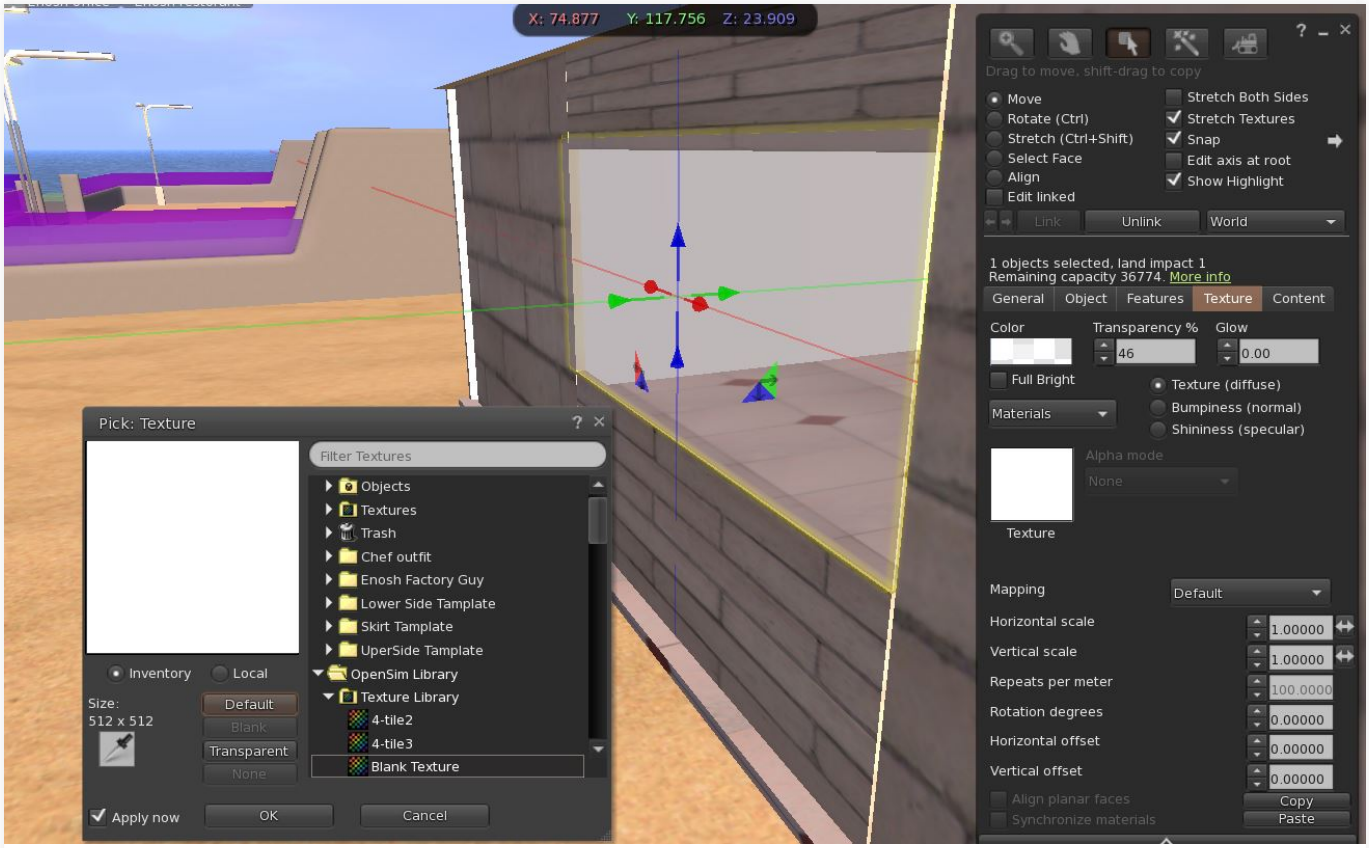

Lesson 5.3 – Adding windows, ceiling and chimney

Task 1: Create a window and a chimney In this lesson we will start by preparing the place for the windows. Creating windows Open the

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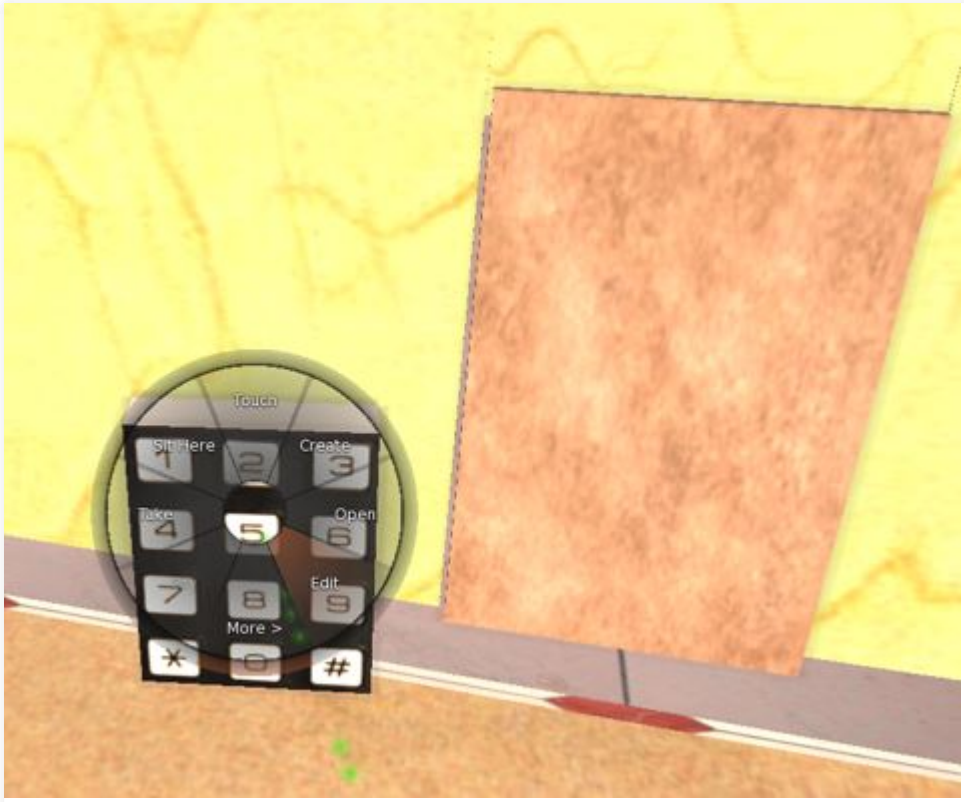

Lesson 5.4 – Adding a door

Task: Create a code door In order to enter the house, we will create a door that opens using a code. The Code Door is

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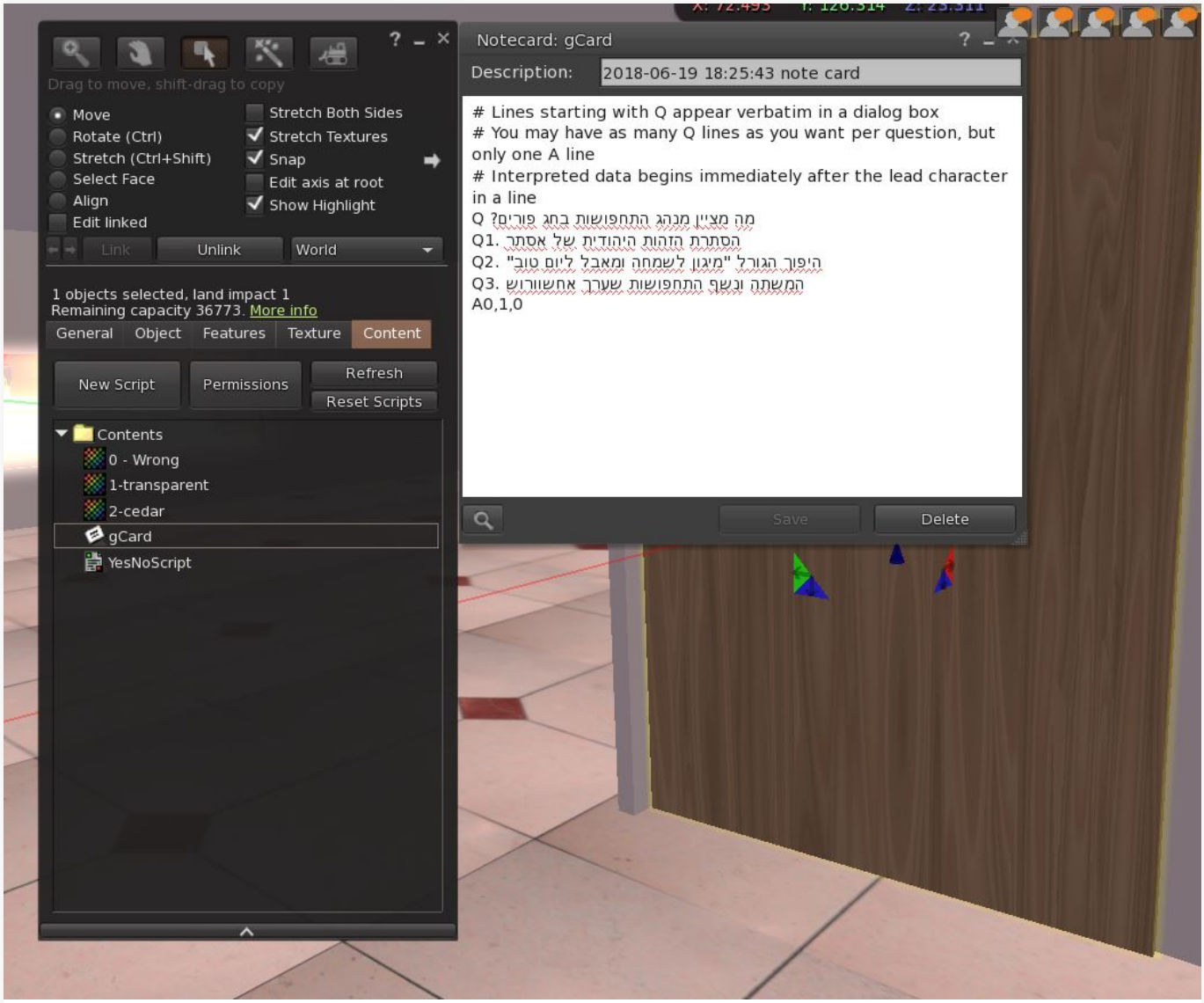

Lesson 5.5 – Creating rooms and question doors

The task: dividing the house into rooms and creating a question door in one of the rooms In this lesson we will do the division

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Lesson 5.6 – Creating a lighted lamp (ready code)

The task – creating a lamp In this lesson we will learn to create a lamp that can be lit by clicking on it. We

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lesson 5.7 – creating a lamp breaker (ready code)

Task: Create a circuit breaker for the lamp of the previous lesson In this lesson we will learn to create a switch which will control

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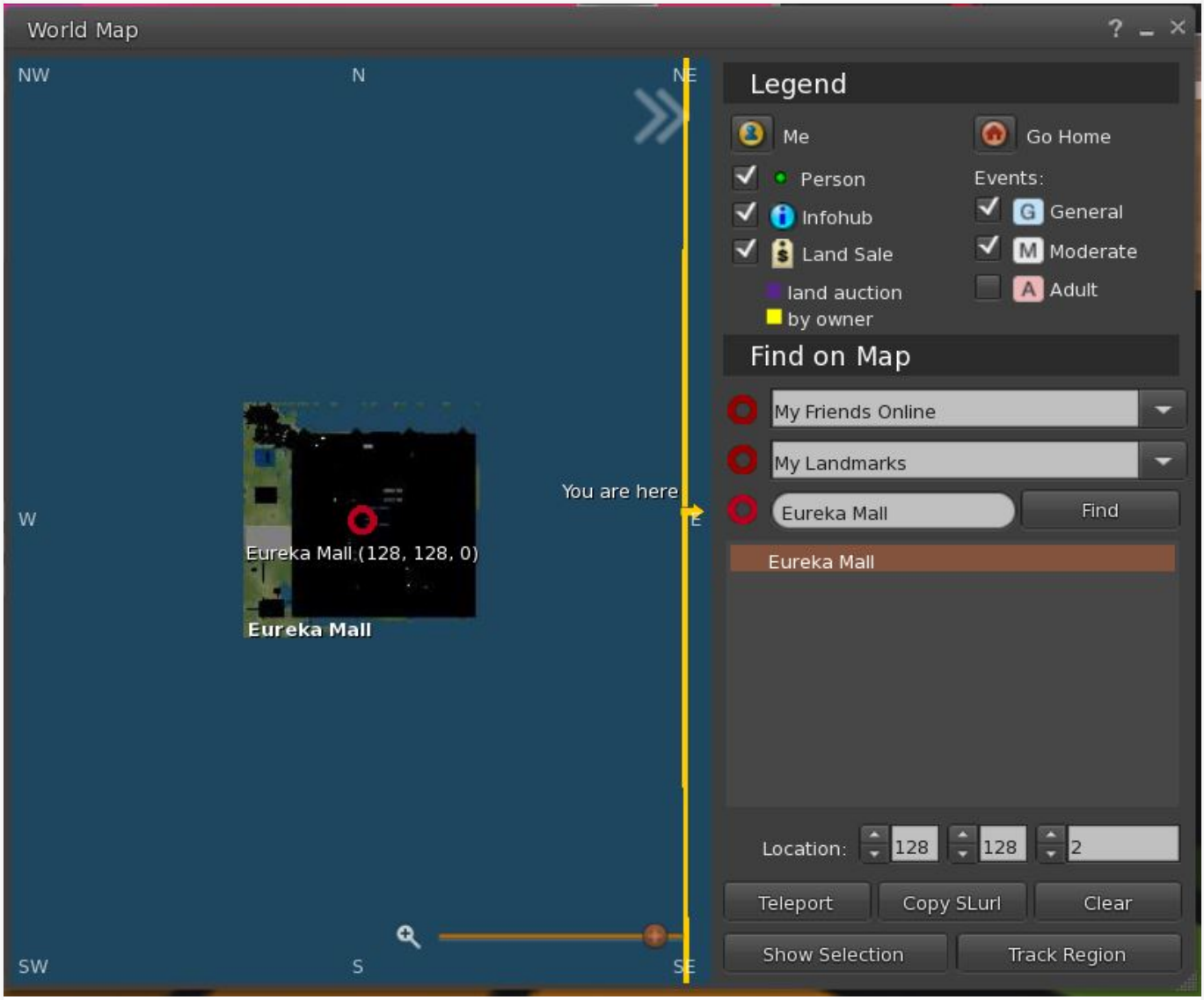

Lesson 5.8 – Adding Furniture

Task: Adding furniture In this lesson we will get to know a new area in the world where you can purchase furniture and equipment for

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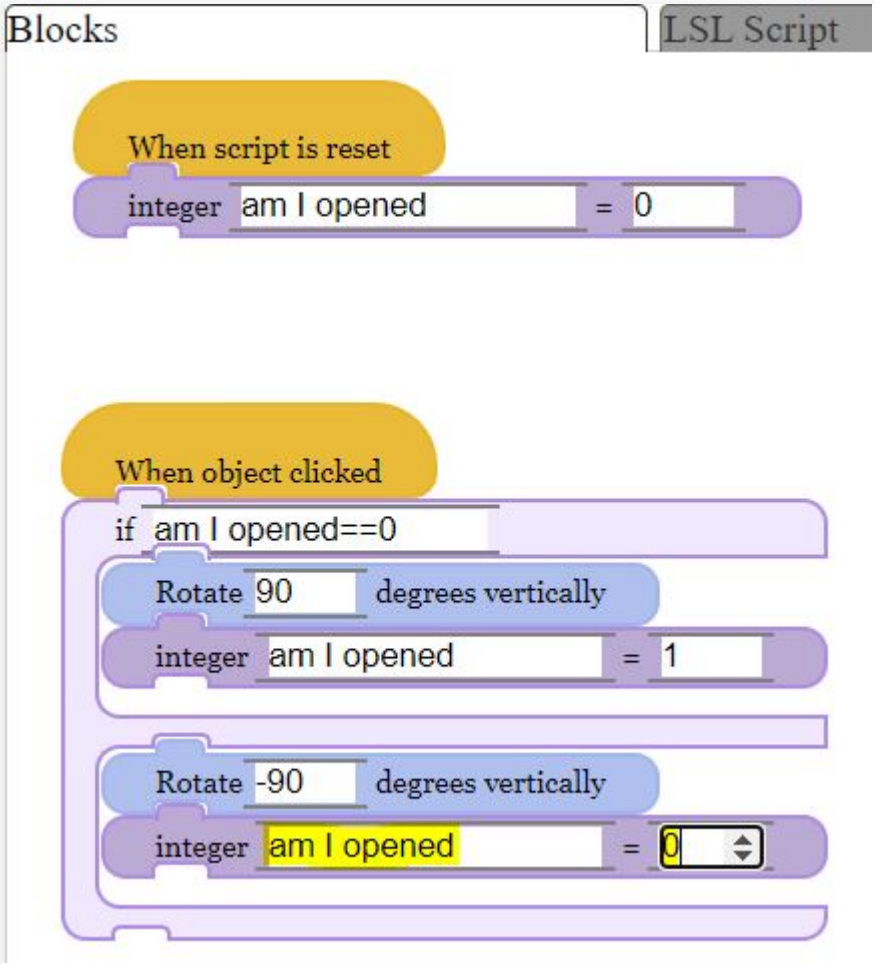

Lesson 5.9 – Creating a Swivel Door

The task – creating a swivel door In this lesson we will create a swivel door. We will get to know a new programming environment,

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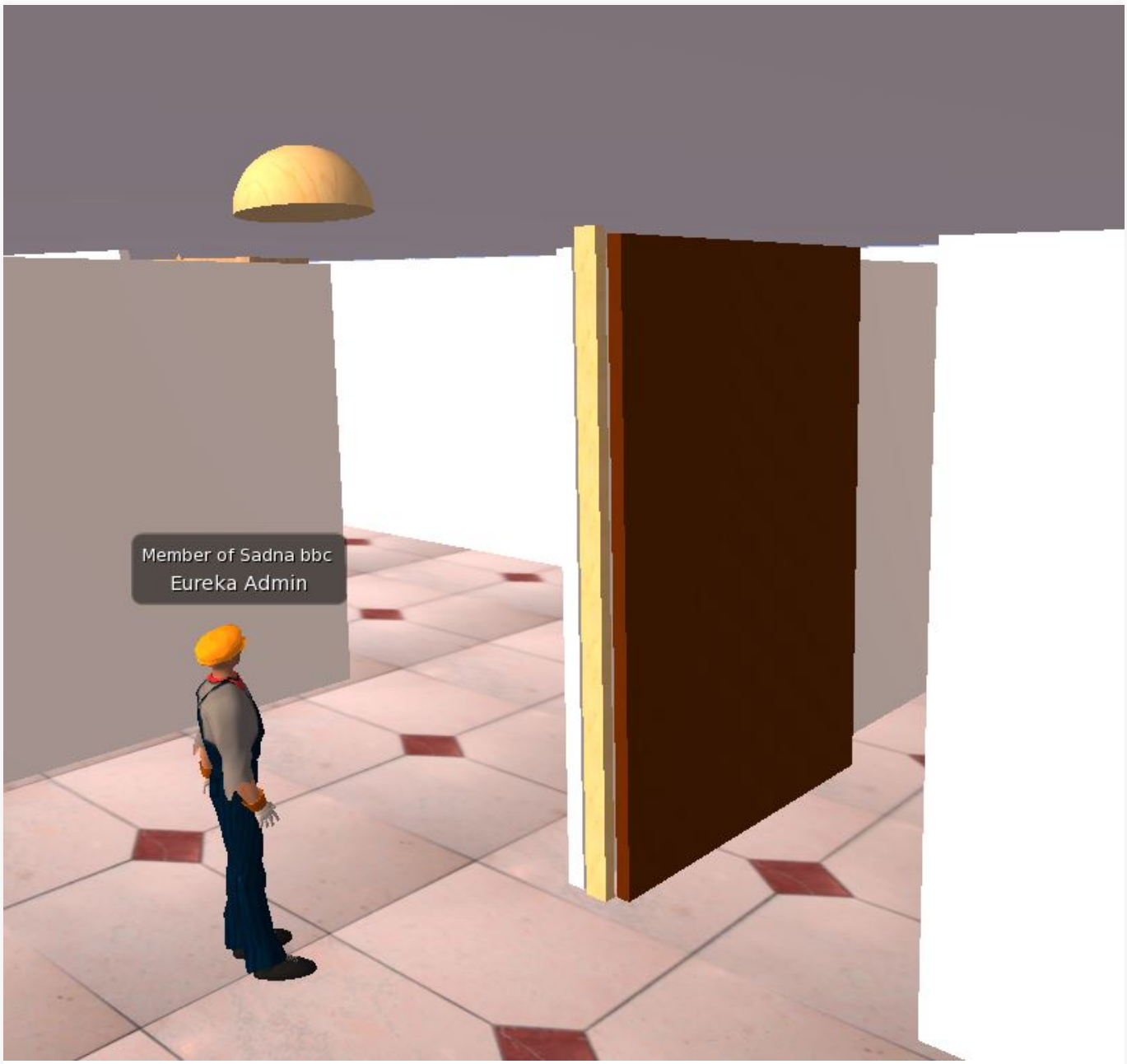

Lesson 5.9.1 – Adding a Hinge to a Swivel Door

Task – Add a hinge to the door In the previous lesson we learned to create a door that opens in a round by clicking

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