

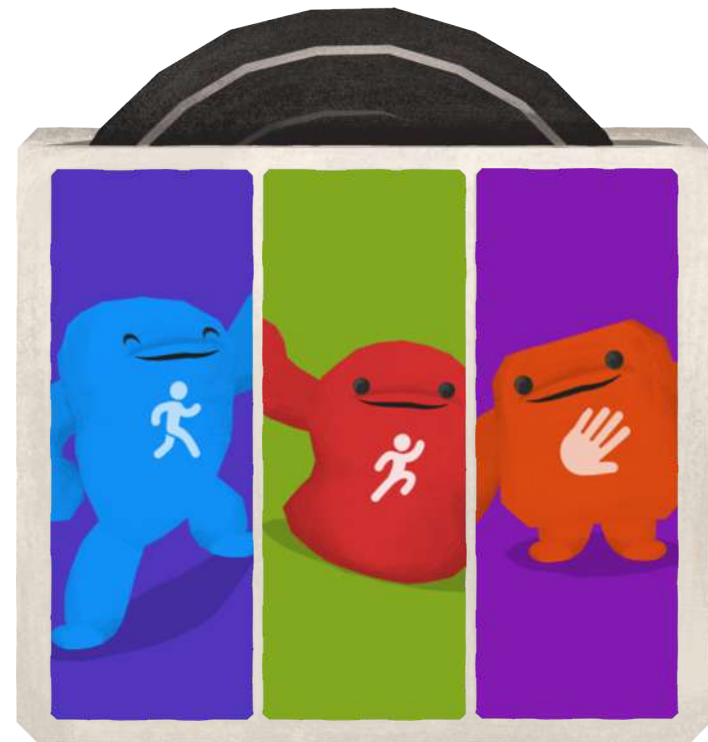
# Osmo Coding Jam

## “Monster Party”

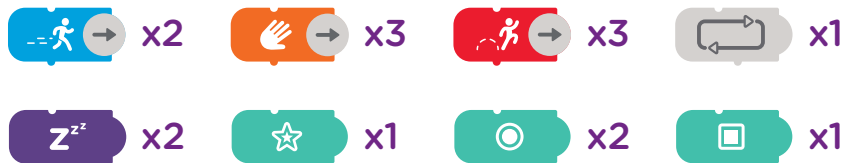
**Created by:**  
Breakmaster Cylinder

**Difficulty:**  
Intermediate

**Teaches:**  
Loops  
Quantifiers  
Subroutines



### What You'll Need:



### Characters Needed:





# Melody

1. Create your subroutines:

The first panel has a 'Start' icon (a circle with a dot) and contains three blocks: a blue block with a person icon and a down arrow, a blue block with a person icon and a left arrow, and a red block with a person icon and a left arrow.

The second panel has a 'Stop' icon (a square with a dot) and contains two blocks: an orange block with a hand icon and a down arrow, and a purple block with 'Zzz' text.

The third panel has a 'Star' icon (a star) and contains three blocks: a teal block with a 'Start' icon, a red block with a person icon and an up arrow, a teal block with a 'Start' icon, and a red block with a person icon and a down arrow.

2. Create your melody:

The melody sequence consists of the following blocks from top to bottom: a teal block with a star icon and a yellow '2' label, a teal block with a square icon and a yellow '2' label, a red block with a person icon and a right arrow, a purple block with 'Zzz' text, a red block with a person icon and a right arrow, a purple block with 'Zzz' text, a grey block with a loop icon and a yellow '3' label, a teal block with a 'Start' icon, and a red block with a person icon and a down arrow.



# Bass

1. Create your subroutines:



A light blue rounded rectangle representing a subroutine. It contains a vertical stack of seven blocks: an orange hand icon with a left arrow, a blue walking figure with a left arrow, an orange hand icon with a down arrow, a red walking figure with an up arrow, an orange hand icon with a left arrow, a blue walking figure with a left arrow and a yellow '2' multiplier, and a red walking figure with a down arrow.

A light blue rounded rectangle representing a subroutine. It contains a vertical stack of three blocks: a teal rounded rectangle with a white star icon, an orange hand icon with an up arrow, and a purple 'Zzz' icon.

A light blue rounded rectangle representing a subroutine. It contains a vertical stack of three blocks: a grey loop icon with a yellow '2' multiplier, an orange hand icon with an up arrow, and a red walking figure with a right arrow.

2. Create your bass:





# Drums

1. Create your subroutines:

Three light blue rounded rectangular containers, each representing a subroutine. Each container has a teal header block with a specific icon: a circle with a dot, a square with a dot, and a star. Below each header are two blocks of code:

- Subroutine 1 (Circle with dot):** Two red blocks with a person icon and a grey arrow pointing left, followed by a yellow block with the number '3'. Below them are two red blocks with a person icon and a grey arrow pointing up.
- Subroutine 2 (Square with dot):** Two red blocks with a person icon and a grey arrow pointing left, followed by a yellow block with the number '3'. Below them is one orange block with a hand icon and a grey arrow pointing right.
- Subroutine 3 (Star):** One grey loop block with a right-pointing arrow. Below it are two teal blocks: one with a star icon and one with a square icon.

2. Create your drums:

A vertical sequence of blocks representing a drum. It starts with a teal block with a circle and dot icon. This is followed by two blue blocks, each with a person icon and a grey arrow pointing up, and a yellow block with the number '4' on the right. The next two blocks are blue with a person icon and a grey arrow pointing up, and a yellow block with the number '3' on the right. This is followed by a red block with a person icon and a grey arrow pointing right. The sequence ends with a teal block with a circle and dot icon.



# Chords

1. Choose this chord progression:

