

A Scratch *CatsAndDogs* Game: Make It Your Own!



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Running the Game

If you *do* have a keyboard with left-right arrow keys on it, click here:

<https://scratch.mit.edu/projects/1128345036>

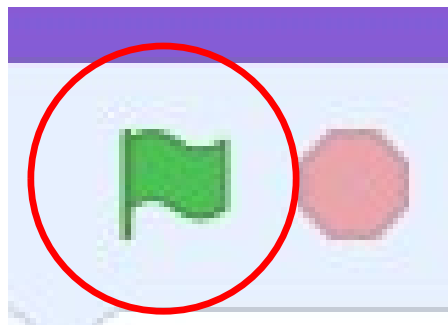
If you *don't* have a keyboard with left-right arrow keys, click here:

<https://scratch.mit.edu/projects/1128344004>

Then click on the **See Inside** button:

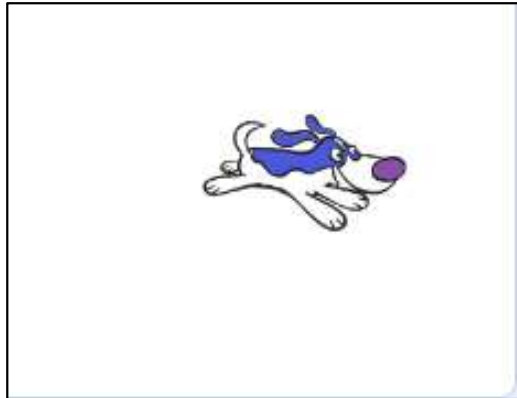
A purple rectangular button with a white icon of two arrows forming a square and the text "See inside" in white.

Then click on the green flag:



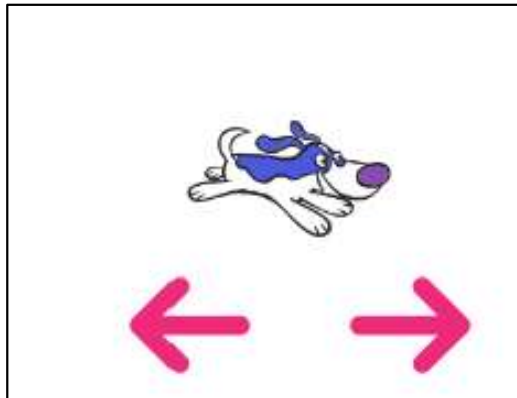
Running the Game

If you see this...



... you are running the version that requires you to use the left-right arrow keys on the keyboard

If you see this...



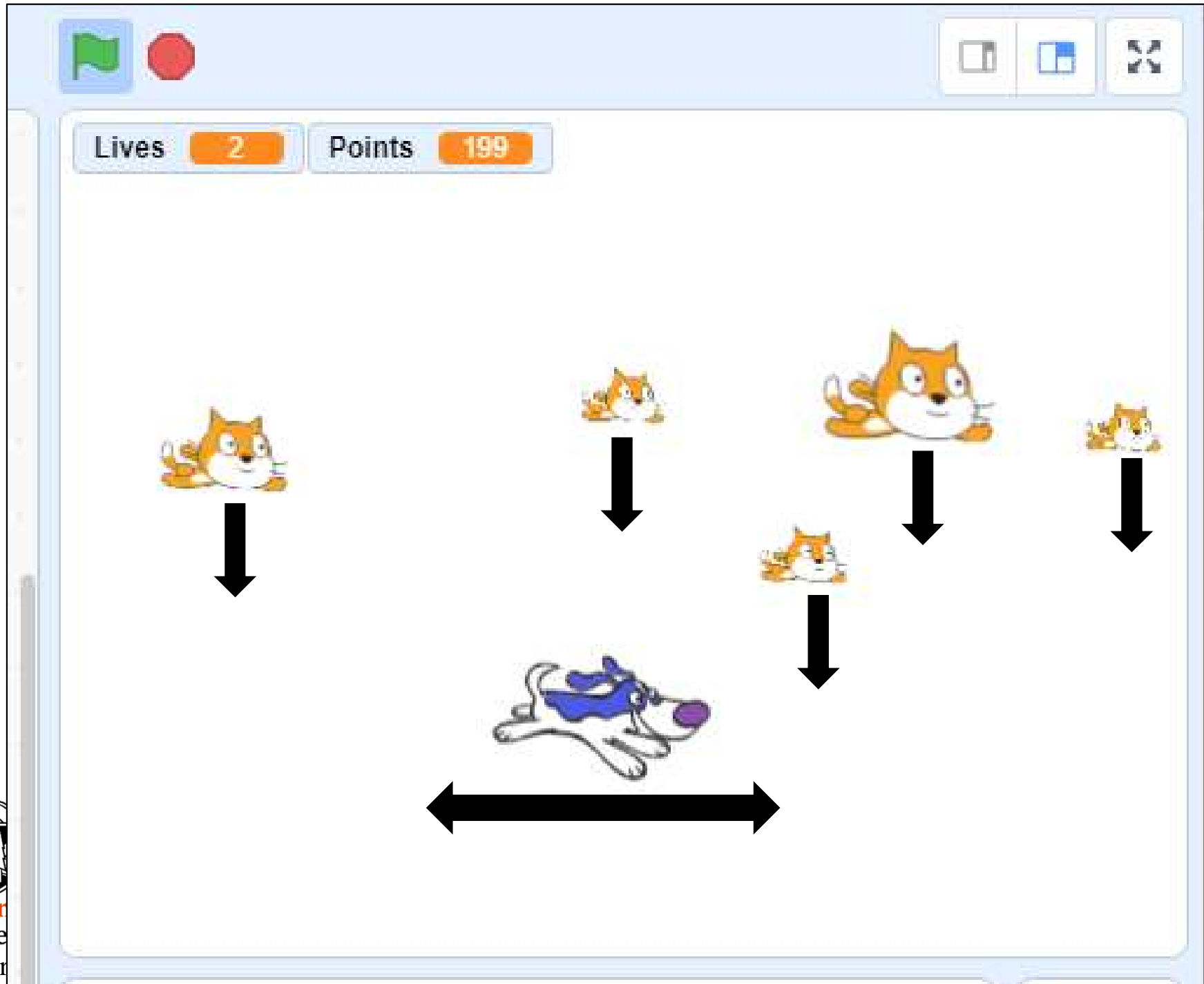
... you are running the version that requires you to click on these red arrows with your finger or mouse cursor



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The *CatsAndDogs* Game

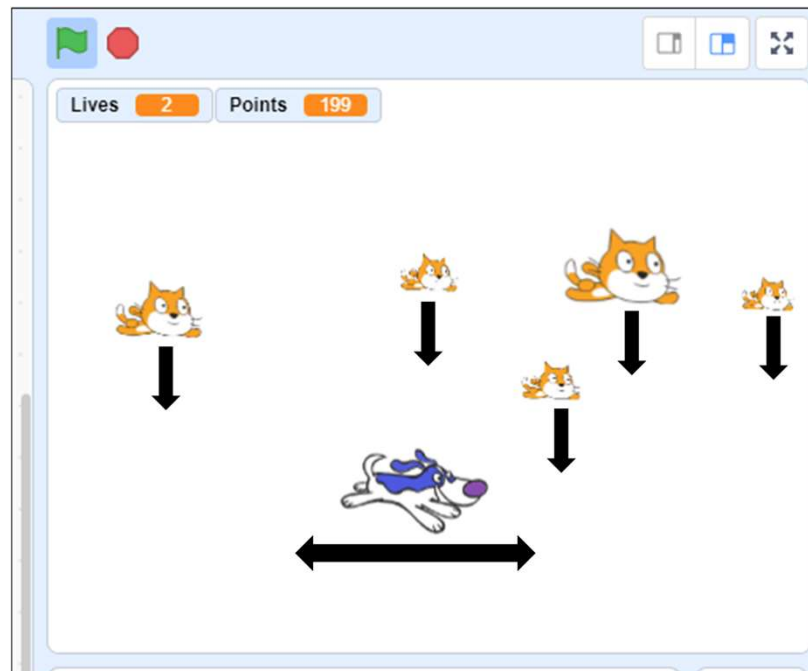


The Goals of the Game

Cats are falling from the sky. They start in different places, they have different sizes, and they have different speeds. The Dog tries to get out of their way.

Every time a Cat touches the Dog, the Dog loses a **Life**.

Every time the animation takes a step without a Cat touching the Dog, the Dog gains a **Point**.



Customizing the Program



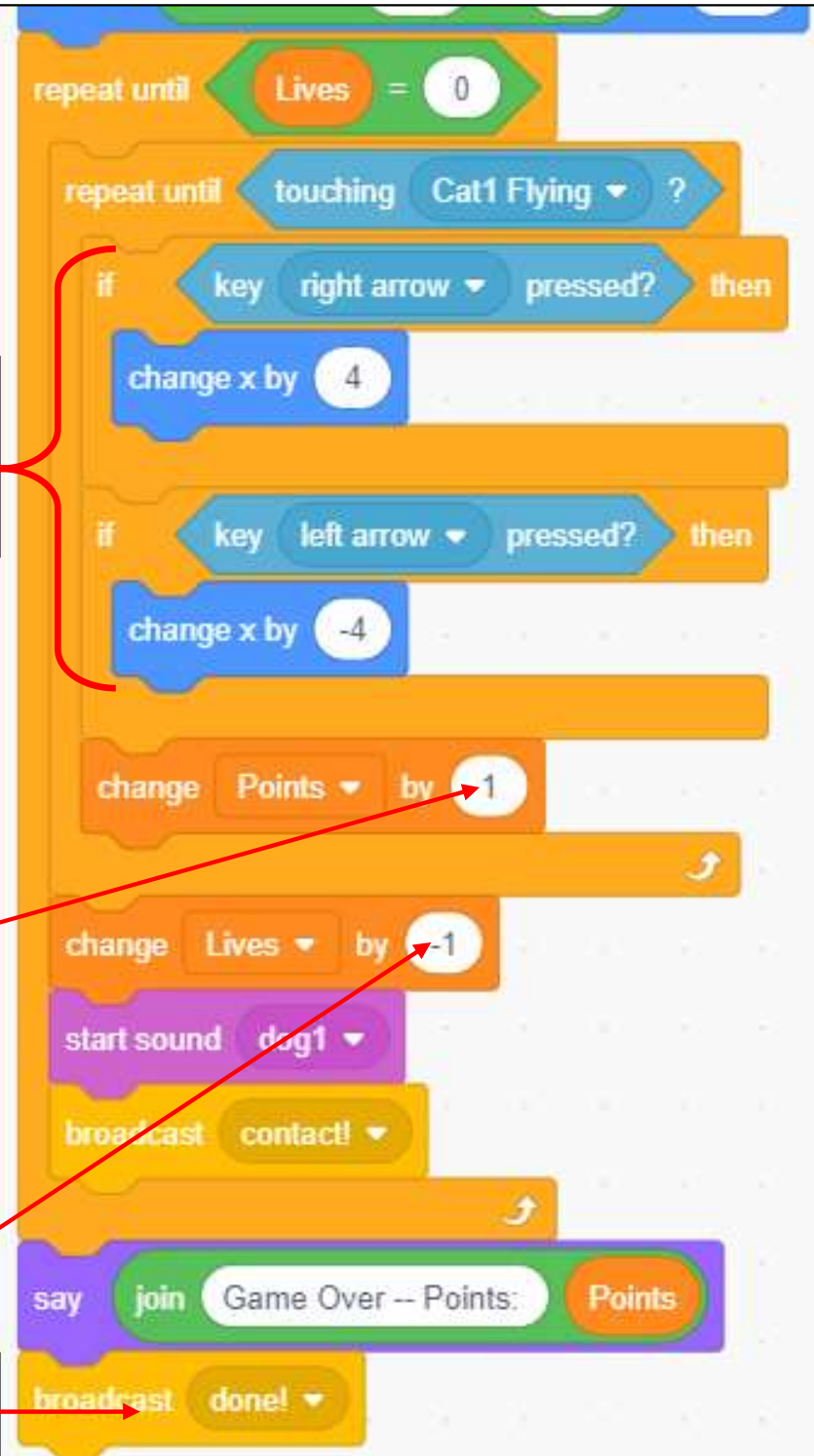
Make the Dog avoid the flying Cats by moving the Dog left and right with the arrow keys.

Set the **Points** to zero and the **Lives** to whatever you want to start with.

The Dog gains one Point every time a frame of animation happens without being touched by a Cat.

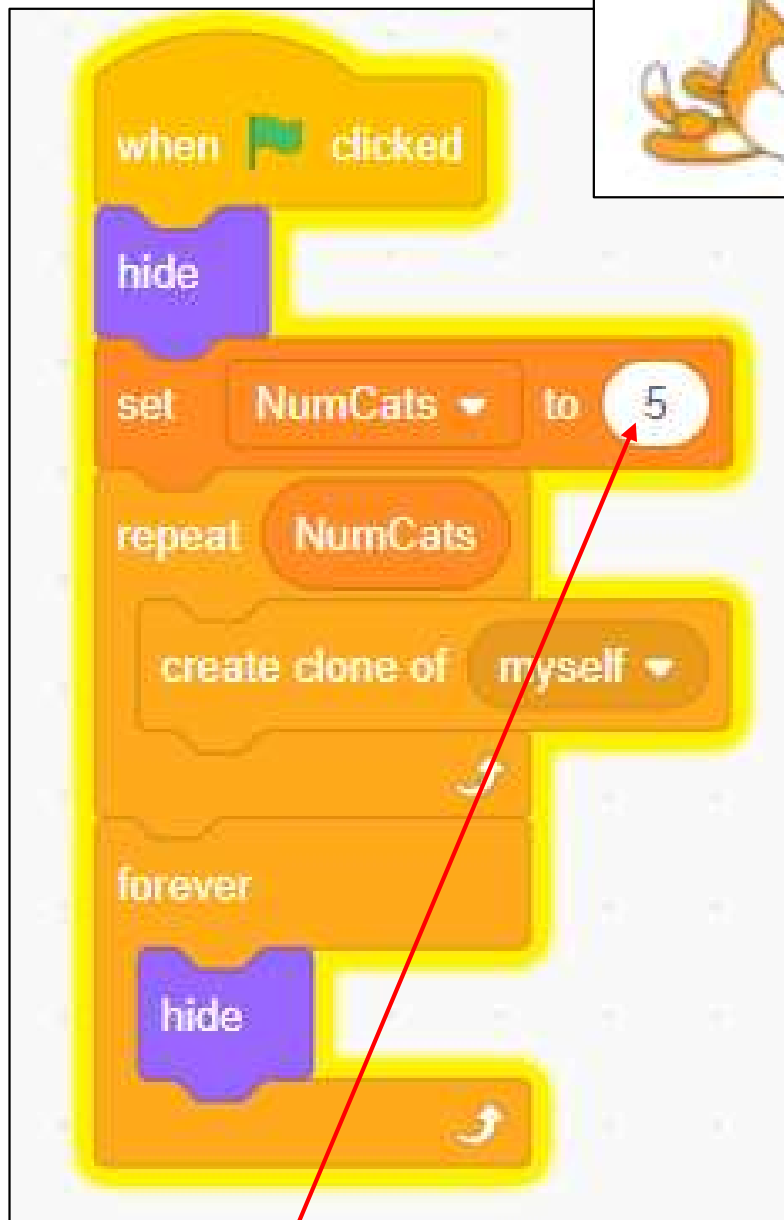
The Dog loses one Life every time it is touched by a cat.

The game continues until the Dog runs out of Lives.

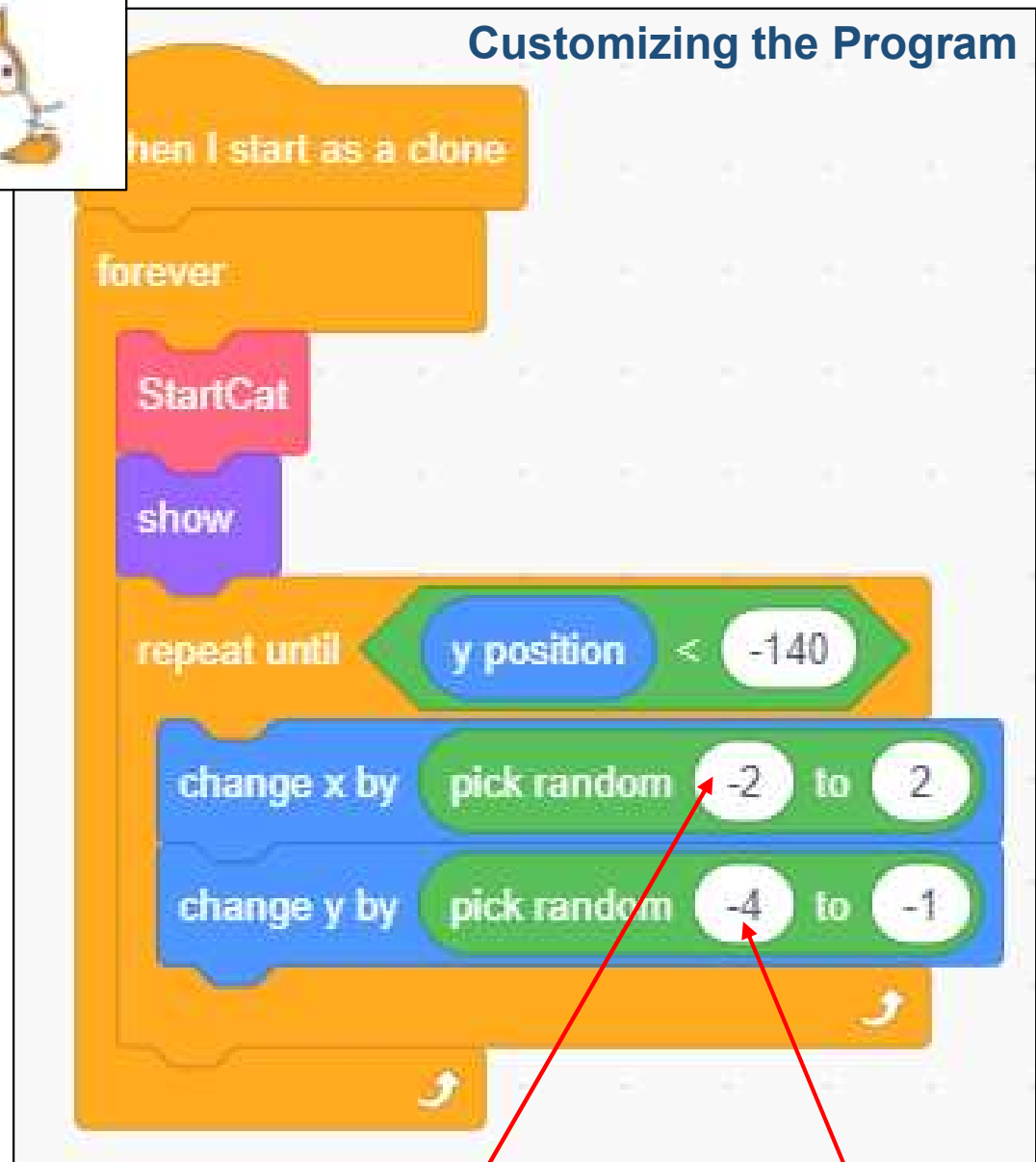




Customizing the Program



Set the number of Cats that are falling from the sky.



For each of the Cats, make it fall with random changes in its x motion.

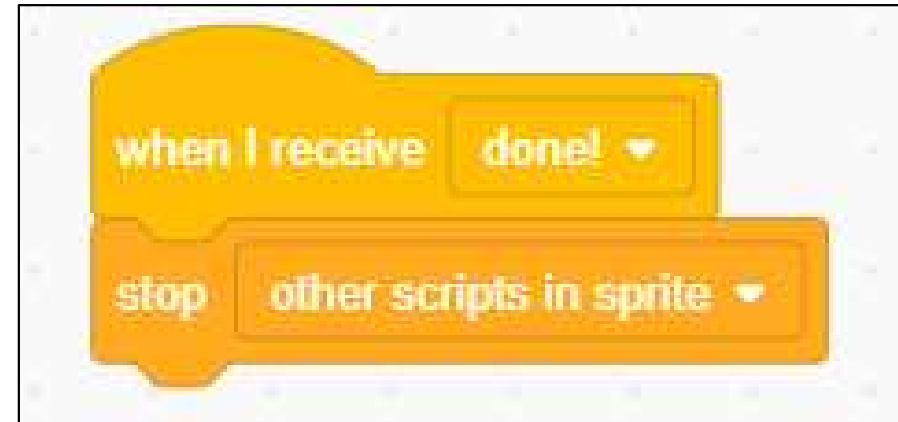
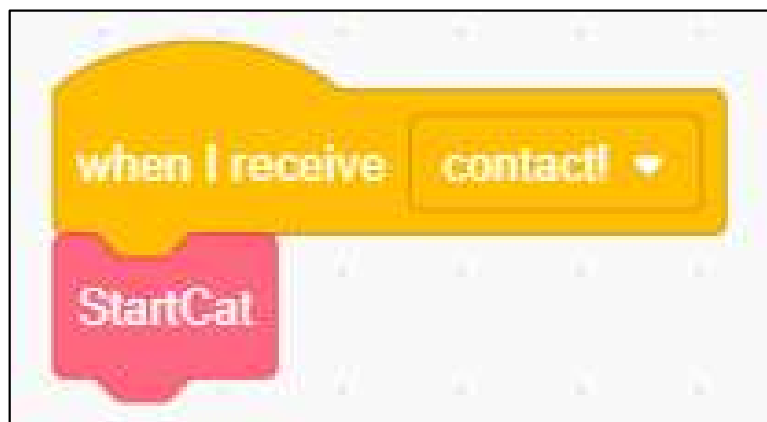
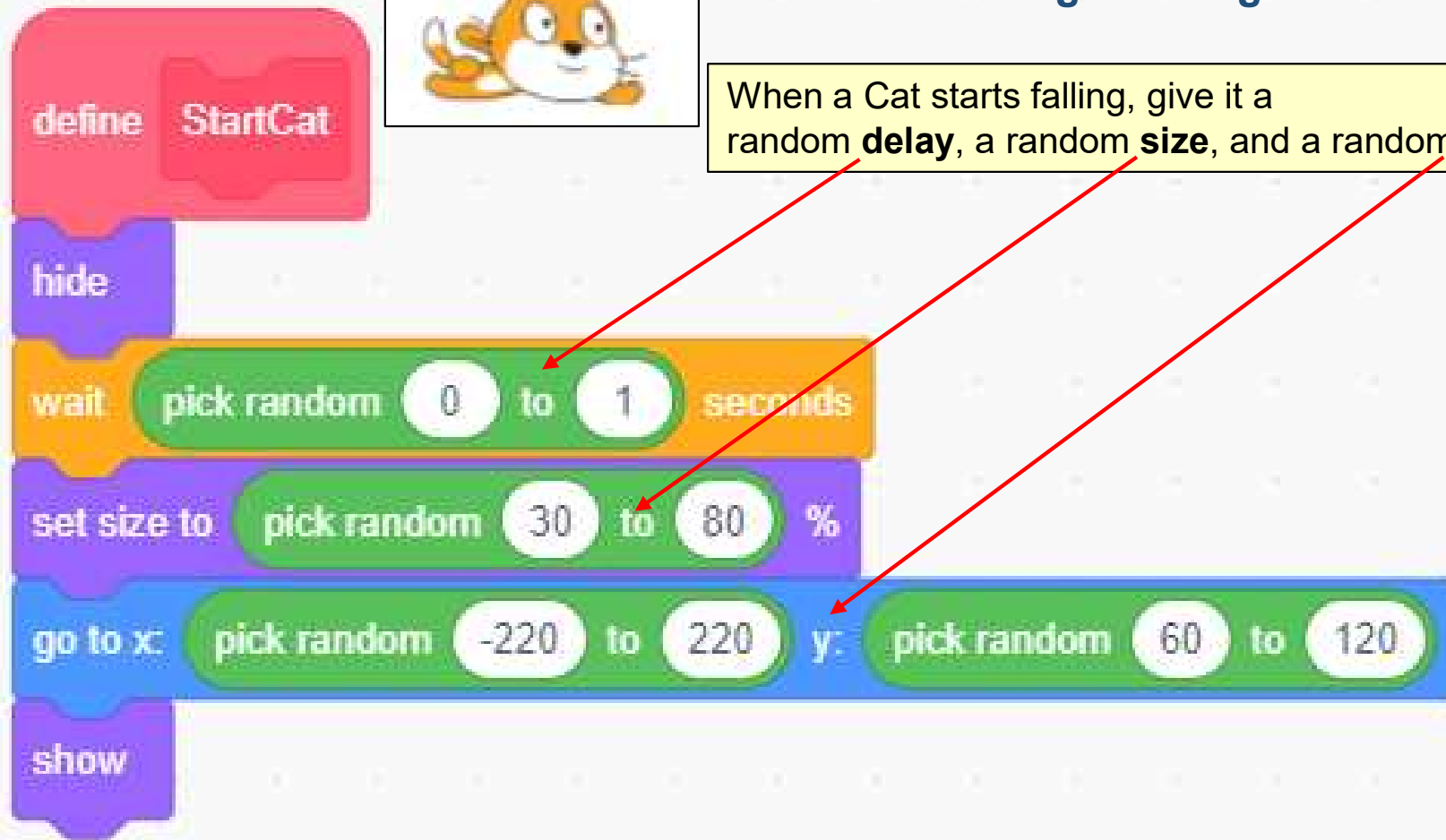
For each of the Cats, make it fall with random changes in its y motion.



Customizing the Program



When a Cat starts falling, give it a random **delay**, a random **size**, and a random **place** to start.



“Make the game easy to play, but difficult to master.”

Ways to make the game specific to what *you* like:

1. Start with a different number of Cats
2. Change the range of Cat sizes
3. Change the range of where a Cat starts to fall from
4. Change the range of changes in X that each Cat moves as it falls
5. Change the range of changes in Y that each Cat moves as it falls
6. Change the size of the Dog
7. Give the Dog more or less Lives to start
8. Change how much the Dog moves when the Left or Right Arrow Key is pushed
9. What other reasons can you give for the game to play sounds?

What makes the game harder to play?

What makes it easier?

What makes it more fun?



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