Cats and Dogs Game (touch version)

http://cs.oregonstate.edu/~mjb/scratch

The CatsAndDogs Game

Game Over -- Points: 320
The CatsAndDogs Game

when clicked
set Move to 5
set Points to 0
set Lives to 5
set DogX to pick random -100 to 100

repeat until Lives = 0
repeat until touching CatFlying
set DogX by 100
change Points by 10
change Lives by 1
set sound dog1
broadcast contact
say join Game Over, Points: Points
broadcast done

The CatsAndDogs Game

when clicked
hide
set NumCats to 5
repeat NumCats
create clone of myself
forever
hide

when I start as a clone
forever
repeat until y position < -140
change x by pick random -2 to 2
change y by pick random -4 to -1

Here's what to do if a cat needs to start:

- Go to `x: pick random` to `-220` to `220`
- Go to `y: pick random` to `60` to `120`
- Set size to `pick random` to `30` to `80`
- Wait `pick random` to `0` to `1` seconds

If a cat hits a dog, the cat gets to start over.

Game Screen:

- Lives: 4
- Points: 128
The Game Development Challenge:

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

Things to Try Changing:

1. Start with a different number of cats
2. Change the range of cat sizes
3. Change the range of X and Y that each cat moves as it falls (vertical speed and horizontal weaving)
4. Change the size of the dog
5. Give the dog less or more lives to start
6. Change how much the dog moves when the Left or Right Arrow is pressed
7. When a cat hits a dog, what other sounds could you play besides “woof”?
8. Where else could you add sounds?

What makes the game harder to play?
What makes it easier?