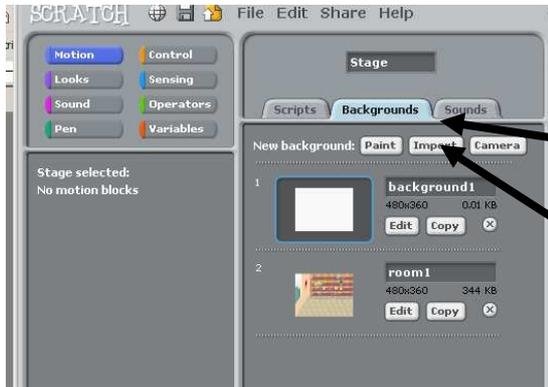


# Assignment 7: First Game: Cat and Mouse

This first game is going to be a little complicated so be sure to read these directions closely! We are going to bring together everything you've learned in the past 6 assignments! There are four parts to this game:

## Part 1: The background



1) First, double click on the background of the stage.

2) Next, click on the **Backgrounds** tab

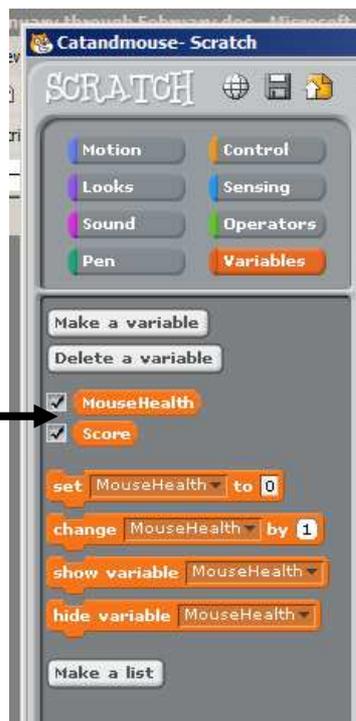
3) Finally, click on the import button and select a background to use in your game.

## Part 2: Variables

### Variables

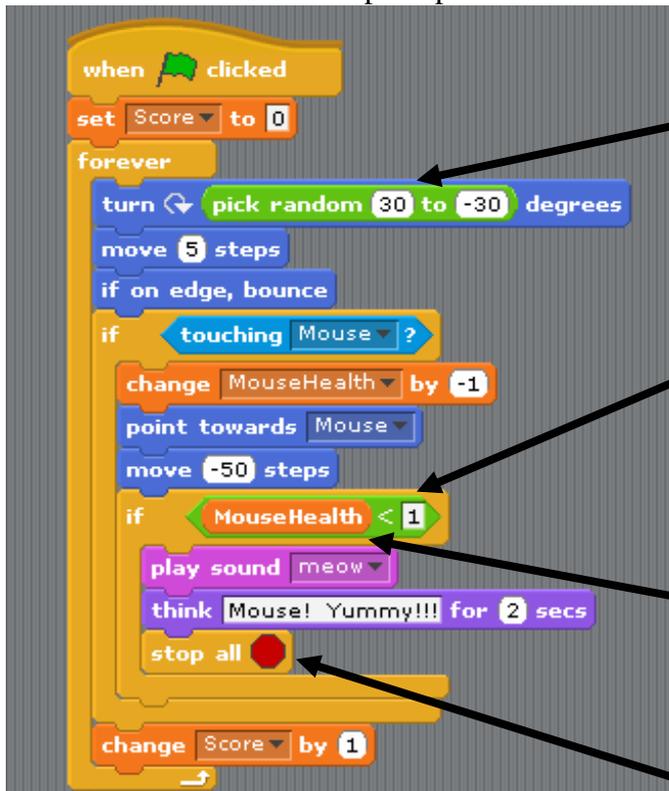
For this game to work, we will need two variables. Go to the **Variables** section and then click on the "Make a variable" button. Create two variables. The first one should be called "Score" and the second "MouseHealth" The screen should look like this:

After you create your variables they will show up here:



### Part 3: The cat

Double-click on the cat to open up the cat's brain. Assemble the following code for the cat:



The pick random command is in the **Operators** commands

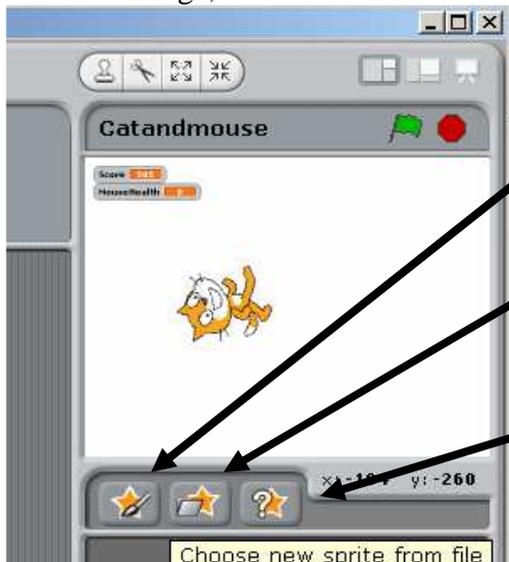
This command is in the **Operators** commands and checks to see if the mouse's health falls below 1 (it is eaten)

The MouseHealth piece is in the **Variables** section and stores how much health the mouse has.

The stop all command completely stops your game (GAME OVER!). It is in the **Control** section.

### Part 4: The mouse

Under the stage, there are three buttons:

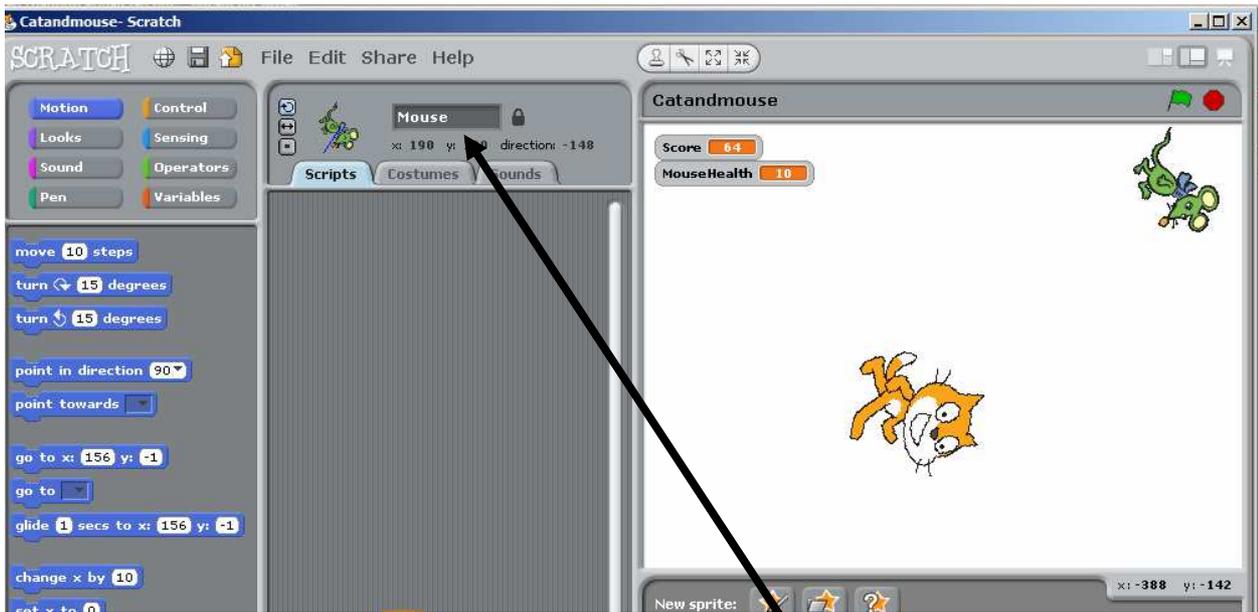


1) **Paint a new sprite:** Click this if you wish to draw your own mouse

2) **Open a new sprite:** Click this if you wish to use the mouse that has already been made for you (It is listed under animals)

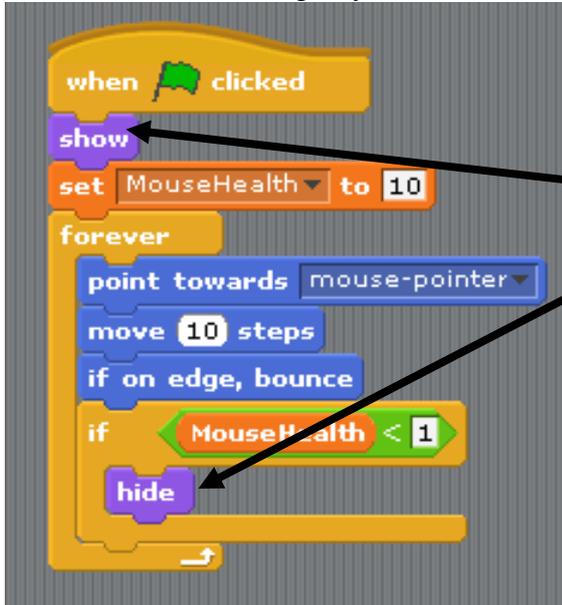
3) **Get a random sprite:** Pick a completely random (surprise) picture

Once you have your mouse, double-click on it to open its brain. Your screen should look something like this:



You should now give your mouse a name. Just call it "Mouse" for now. Change this word to say "Mouse"

Now, add the following to your mouse's brain:



Show and Hide are in the **Looks** section. They make the mouse appear and disappear.

**Challenge:**

- 1) See how high of a score you can get.
- 2) Make a new character: cheese. Have it run away from the mouse. If the mouse catches it, the mouse gets more health!
- 3) Make the cat move faster as the mouse's health gets lower.

