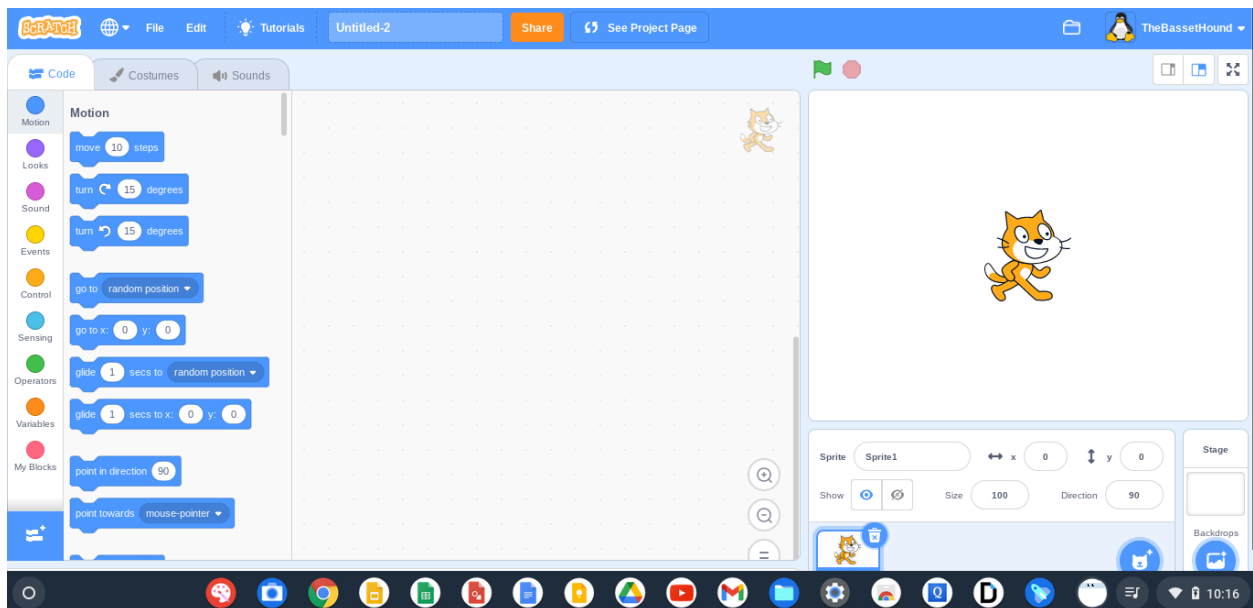# Computer Project 4-H Notebook
By: Aidan Caldwell

My final project for 4-H computer science is a game. It is called Cat and Mouse.

1. This is what the game looked like when I first created it on scratch:

Note: I ended up deleting the cat that comes with your project. I replaced it with a different cat.

2. Below is a screenshot of me Experimenting with backdrops. I originally wanted to do flowers, but I stuck with the "Boardwalk" backdrop. I also had an idea for an invisible sprite to ask you what backdrop there would be. I had a total of 6 backdrops.
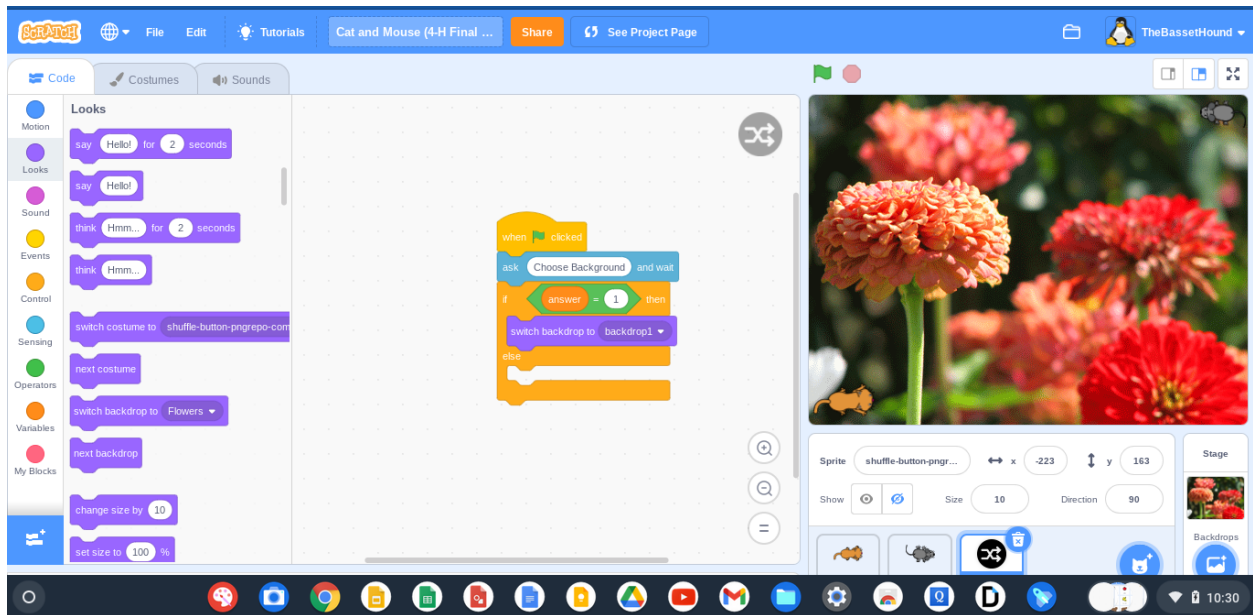
Note: The invisible sprite backdrop idea was scrapped and did not make the cut.

3. In this screenshot, I was picking out all of the sounds. I was thinking of a Relaxing Guitar sound startup but it did not match the fast paced/upbeat theme to this game.
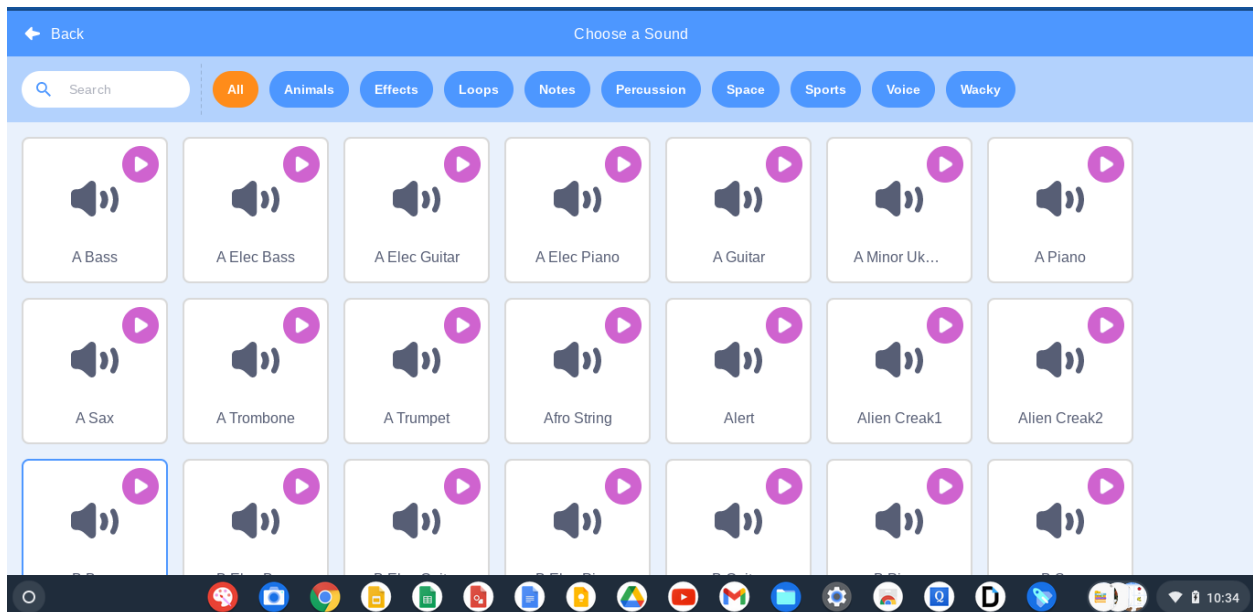

Note: Both the Cat and Mouse used to make noise. But now only the Cat does.

4. The mouse is your character in this game. The goal of the game is to run from the cat! This is me, configuring and programming the controls for your character!
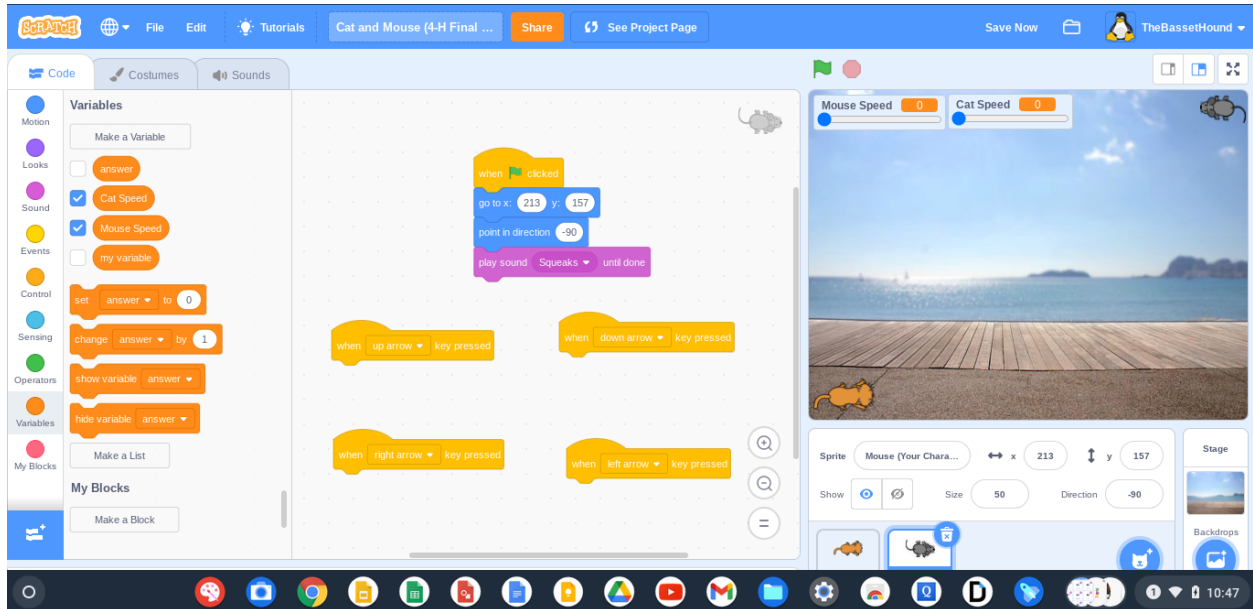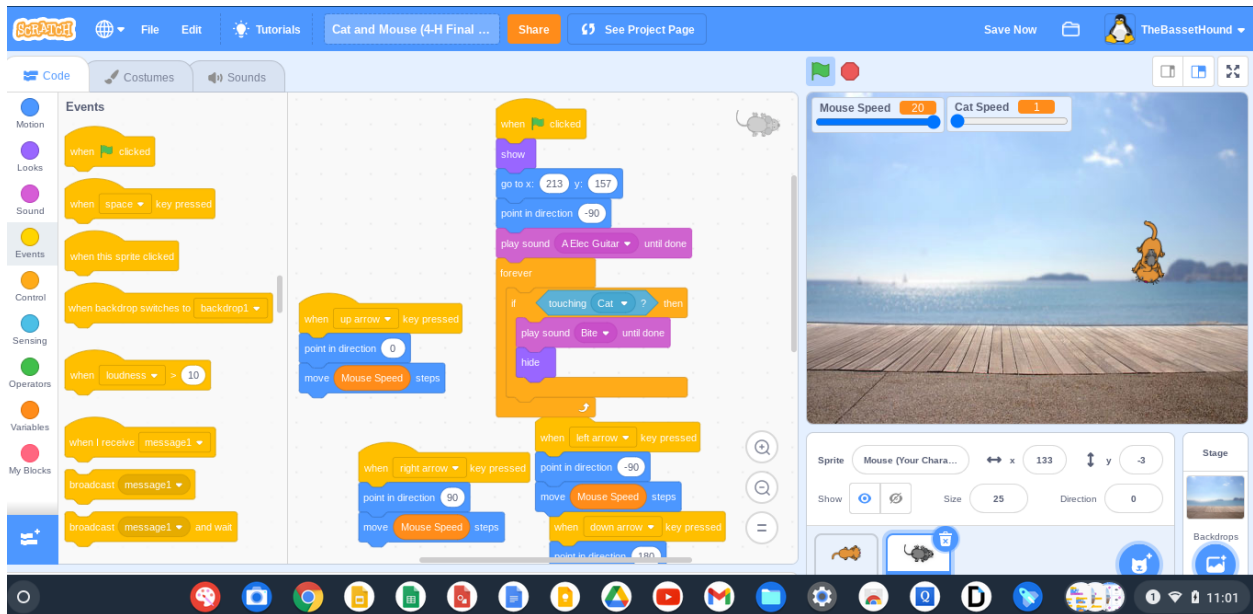

Note: The well-known WASD Controls were also added during this development phase.

5. The completed arrow key controls allowed for the mouse to move with ease. However, the sliders were not programmed yet.
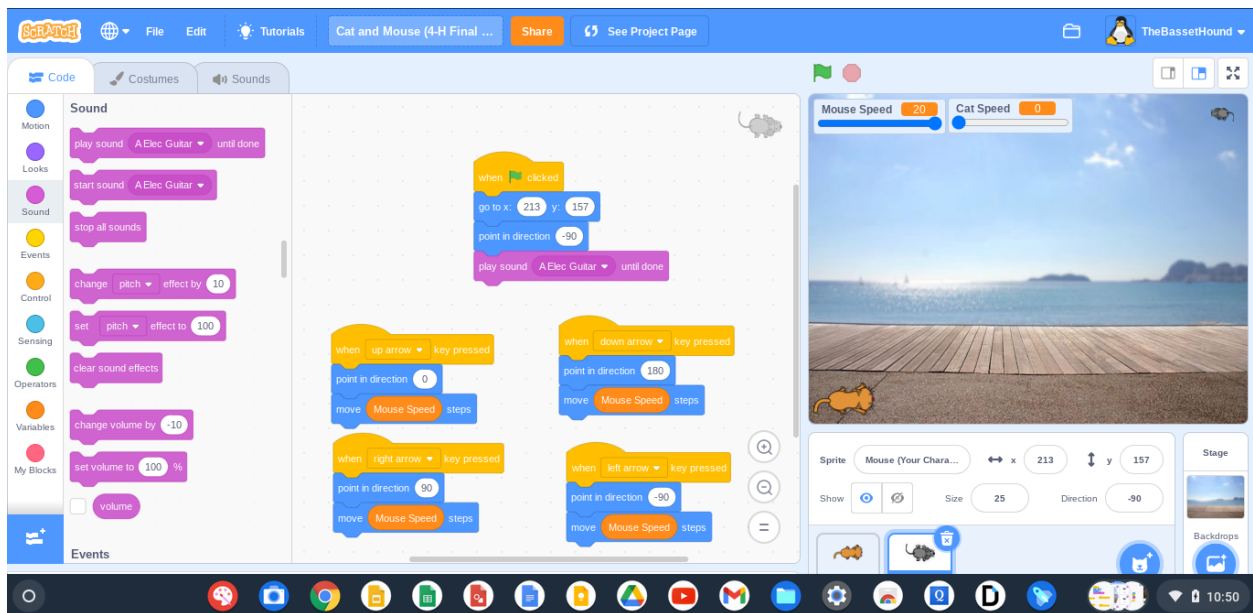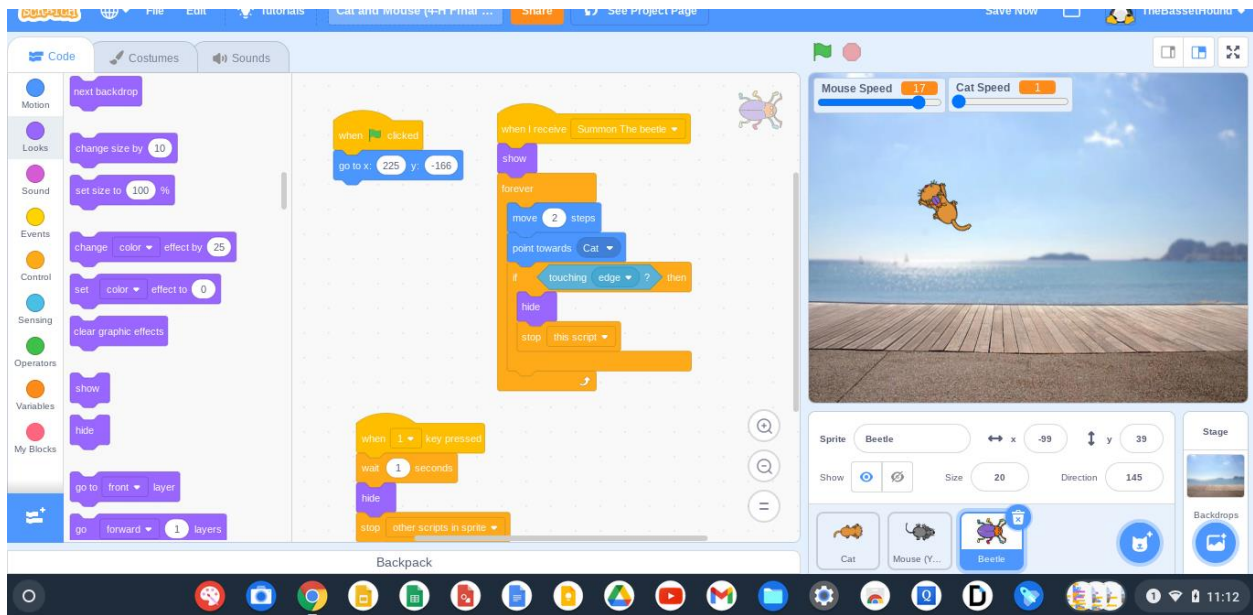
Note: WASD is below the arrow controls for this game.

6. Sliders have been configured correctly. This allows for the player to change the speed of the mouse and the cat.


7. A new helper for the mouse! Now here is the basic 1st edition code for the beetle. It originally stopped forever when it slowed the cat. Now it automatically helps you again every 3 ½ minutes!

8. In this photo you can see I was deciding on making more scripts or keeping the original. In the final version, I ended up making more scripts for the beetle.
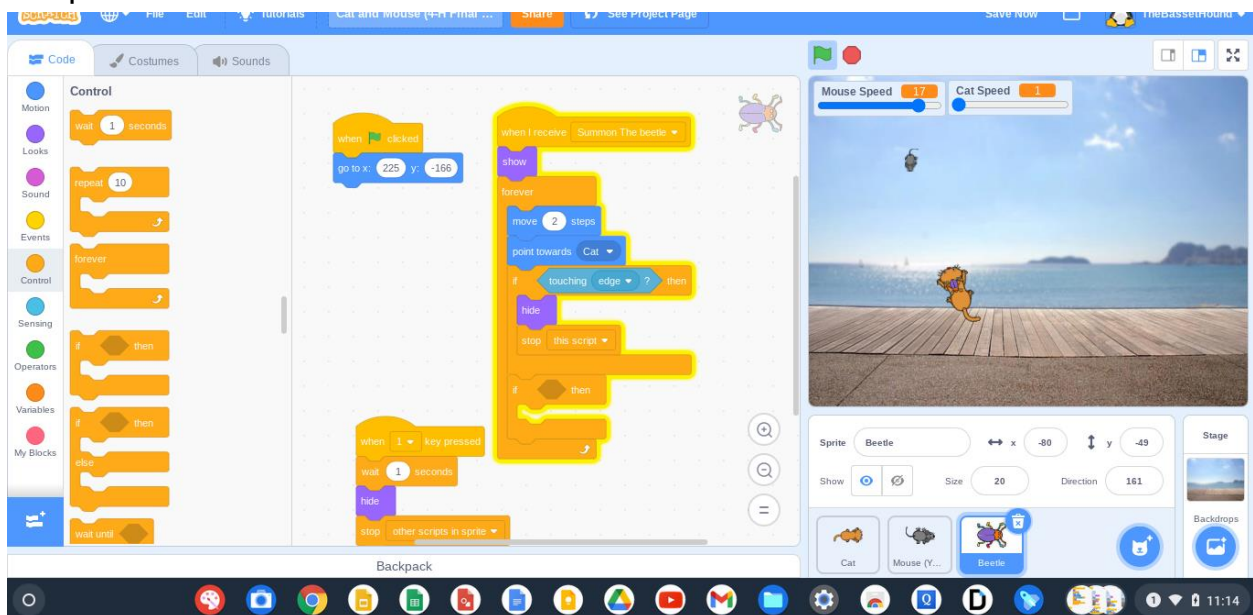
9. Here is a 1st version of the final scripts for the beetle. During this phase, there were bugs with the sliders for the Cat's speed.
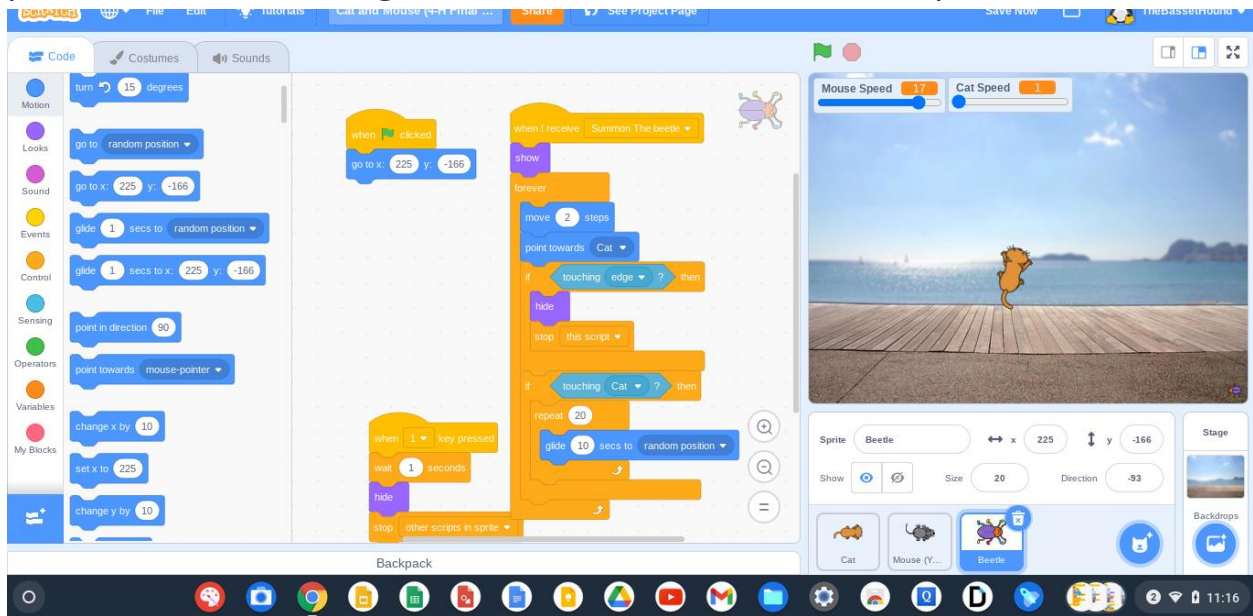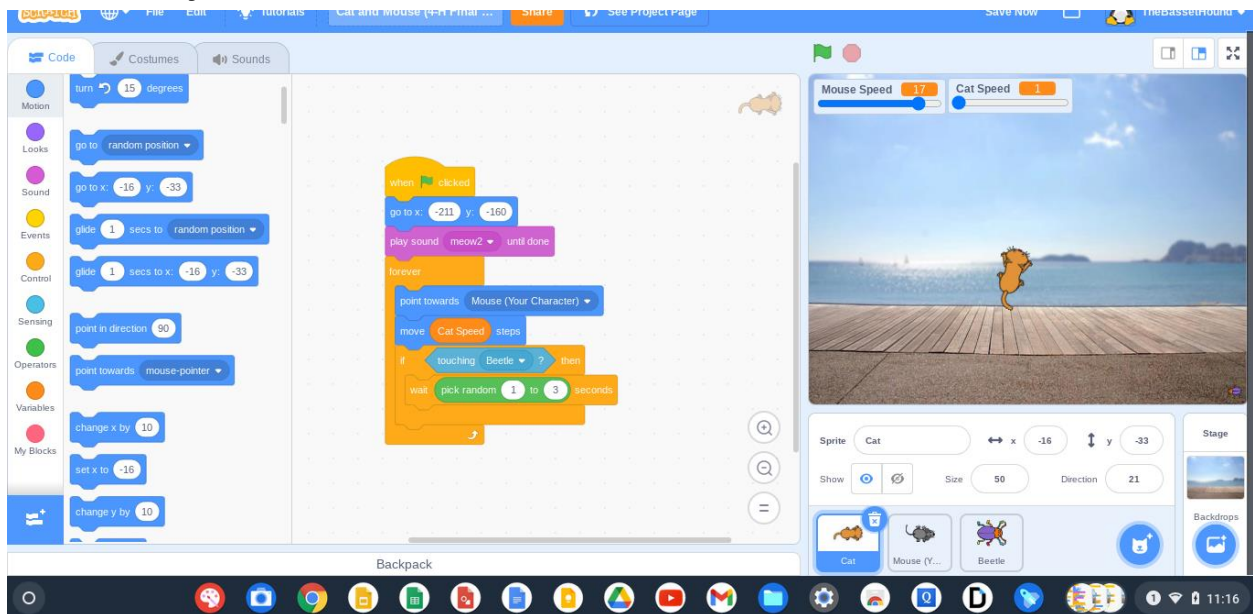

10. Here is the official final code for the beetle. Now it will come for the cat but a slow down feature will be added.
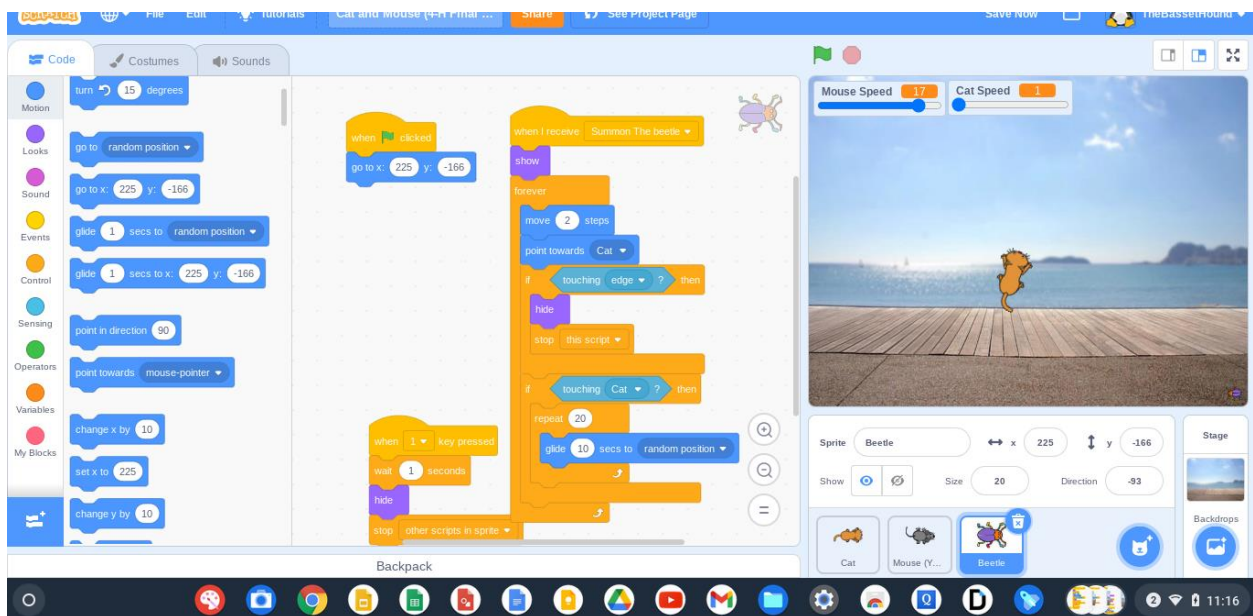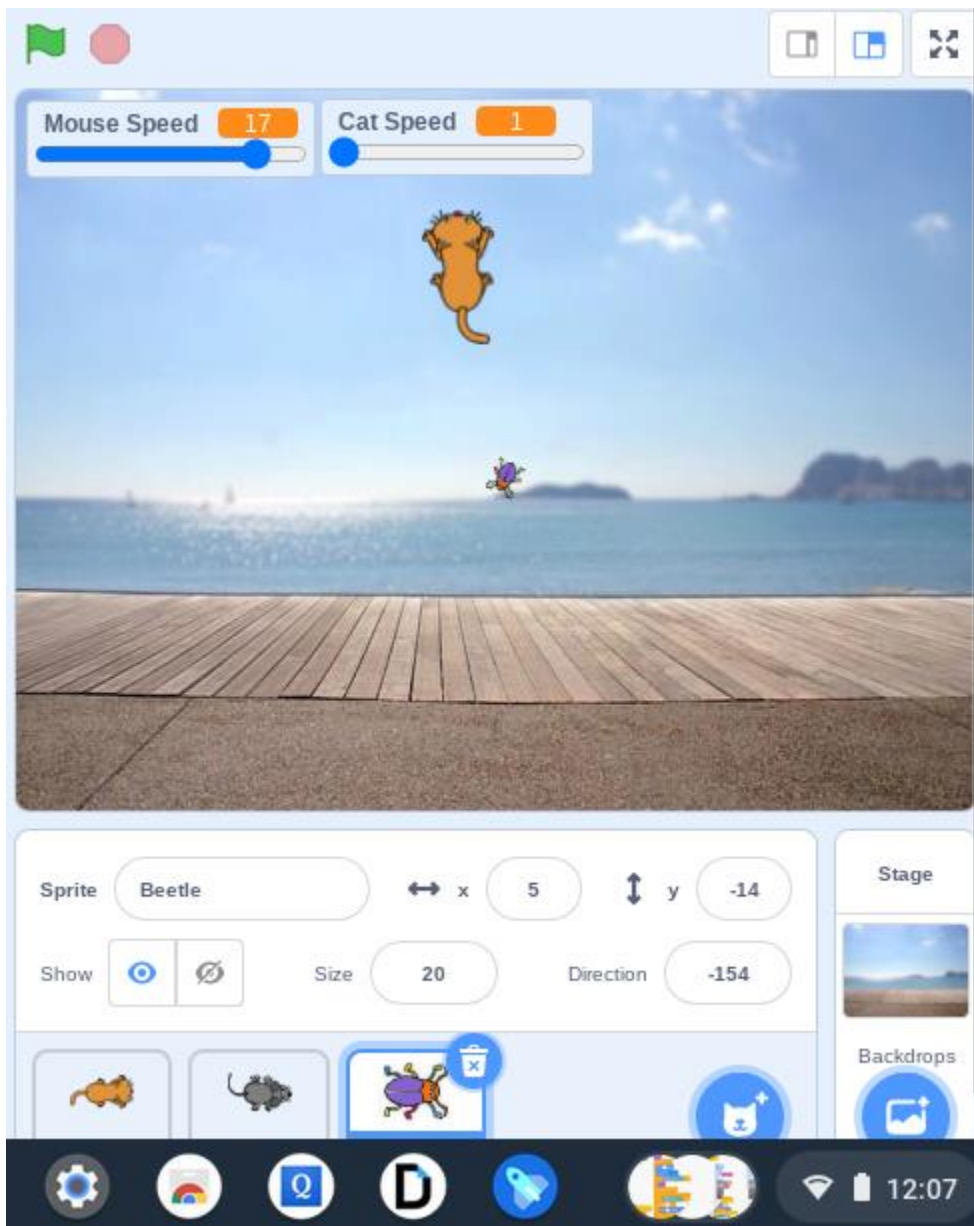
11. Final code for the mouse. It uses arrow keys and WASD to move. You lose if it is eaten by the cat. The cat will play a chomp sound that I selected in image 3.

12. This is the final code for the cat. It slows down for 1-3 seconds when attacked by the beetle.

13.

A partial screenshot of gameplay for the completed game!

-This was taken at the moment the cat got the mouse.

14. Link to the game so you can play it!
https://scratch.mit.edu/projects/548706524/

Resources:

https://scratch.mit.edu/discuss/topic/137658/