

# Lesson 9

Catchy Intro: *Feel like you never get enough to eat? So does Leo. Come catch your prey, and escape the zookeeper!*

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Name, Age, Grade: *Jessica Programmer, 12, 7<sup>th</sup> grade*

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Game Title: *Run for your Supper*

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Back Story: *One day, a young lion was sitting in his cage. He saw an escaped gazelle come running past. It was lunch time, and he was hungry, so he leapt out to catch food. He has to run fast to grab food and escape the evil zookeeper.*

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Characters: *Player: Leo the lion.*

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Danger: *Zoe Zookeeper.*

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Target: *Gary Gazelle*

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Explain a piece of your code: *My update-danger function takes in the current x coordinate of the gazelle, and adds 50 to it. This moves the gazelle 50 pixels to the right.*

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