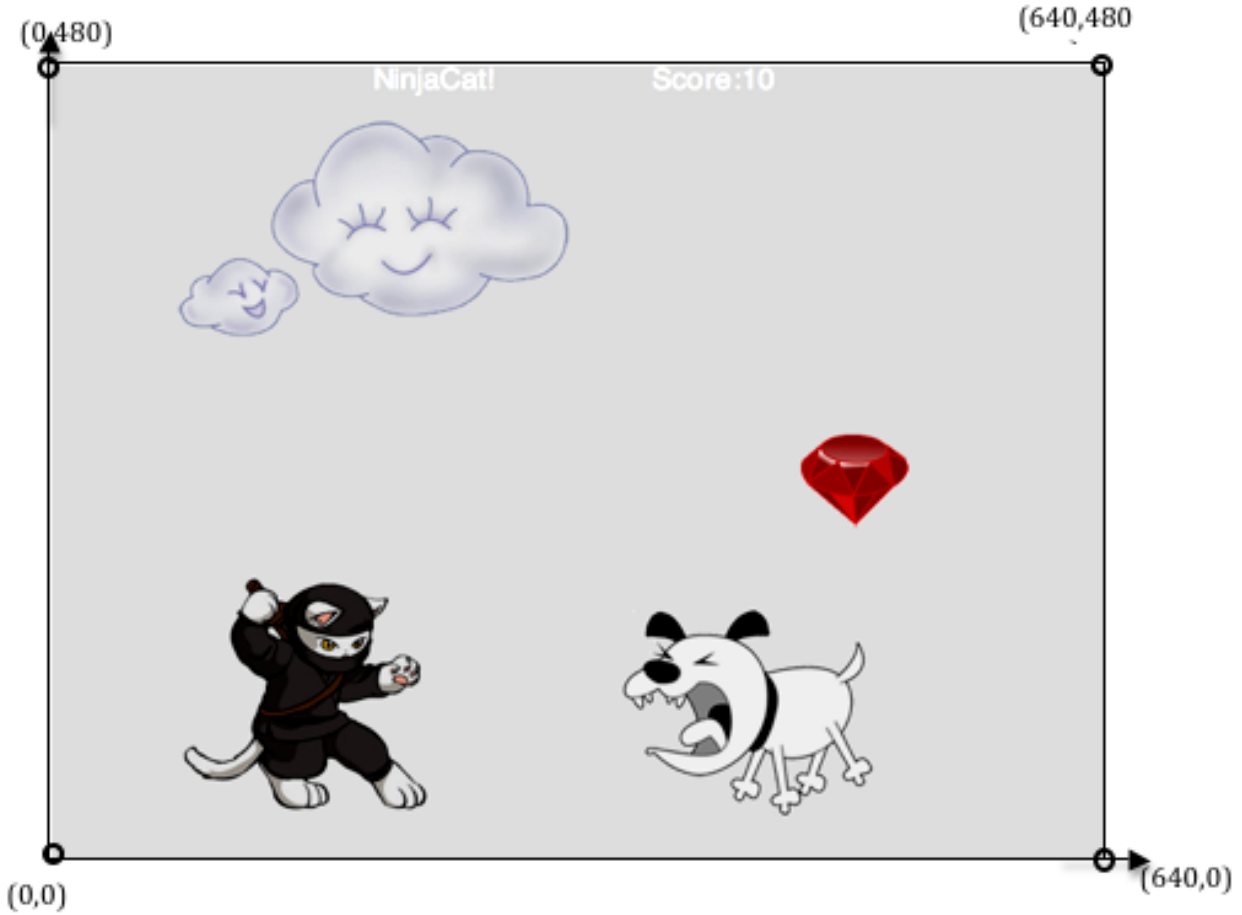


## Game Parts - NinjaCat!



The coordinates for the PLAYER (NinjaCat) are:  $\left( \quad , \quad \right)$   
*x-coordinate* *y-coordinate*

The coordinates for the DANGER (Dog) are:  $(\quad, \quad)$

The coordinates for the TARGET (Ruby) are:  $(\quad, \quad)$