Catter

Catter is a top-down adventure game that sort of mimics the objective of frogger, to get to the top of screen without being hit by any obstacles or losing any lives. To play the game, you simply press the green flag to start, and you use the arrow keys to move. This program was used as a prototype for learning the fundamentals of programming and the general concept of how it works. It allowed me to learn the interface of Scratch, a very useful tool for beginner programmers. Some problems I encountered mostly had to do with broadcasting certain functions. An example of this is when one of the black x’s touches the player, it broadcasts a message to the player to respawn and lose a life from the life counter. I ended up making this work by actually giving the player four lives, and one is taken away when the game is initiated.