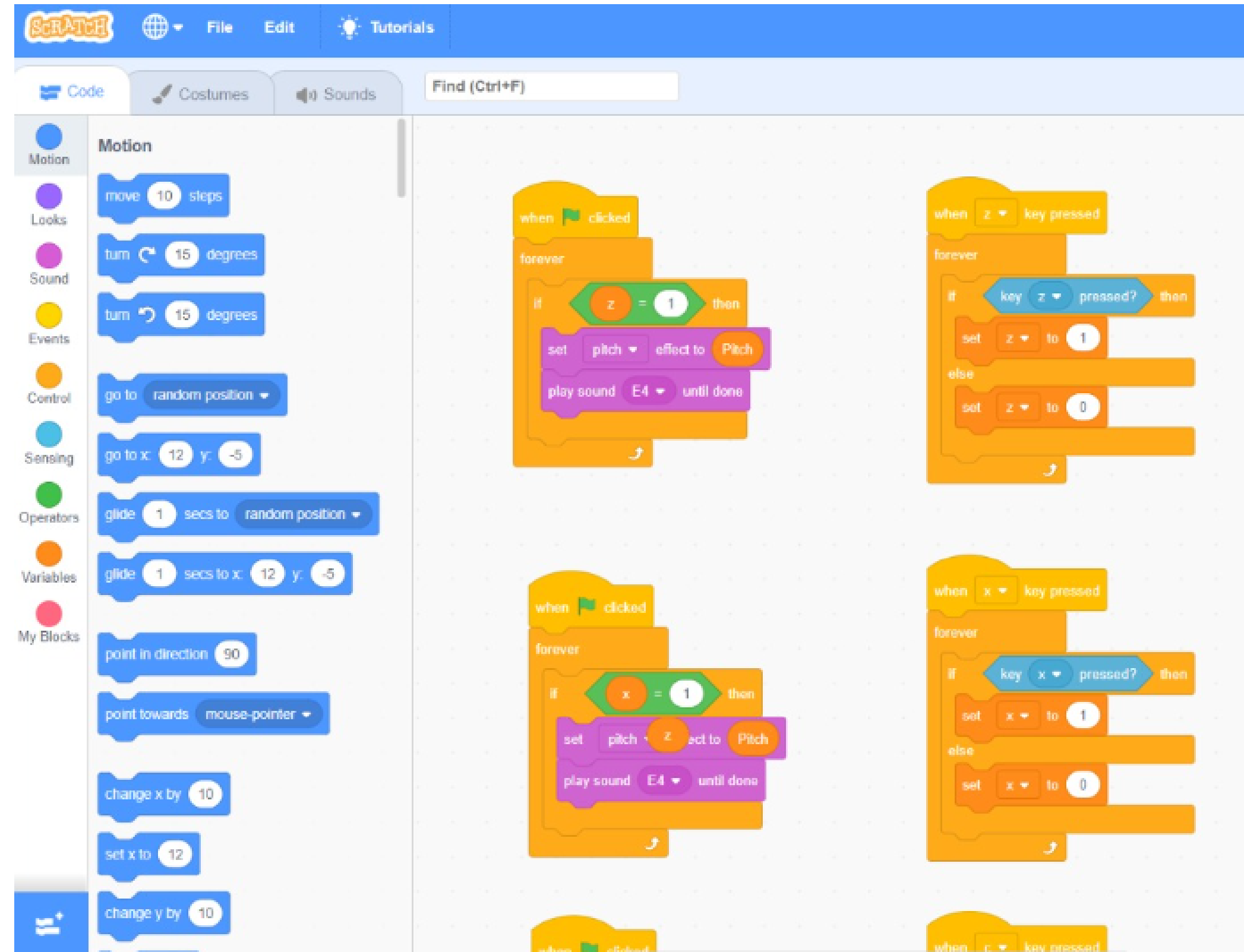


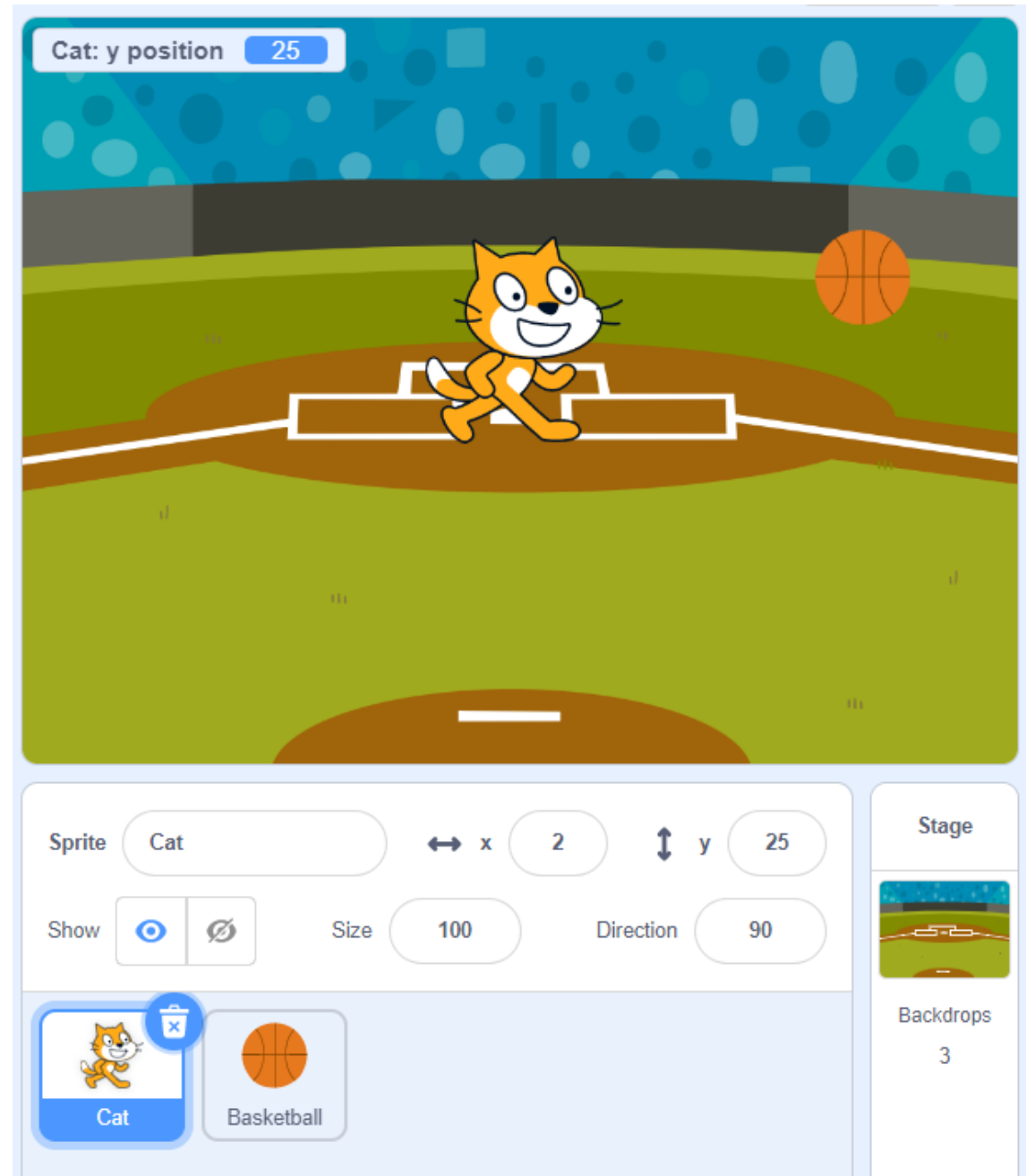
SCRATCH

DSL – 124 DESIGN WITH
CONTEMPORARY TECHNOLOGIES



ABOUT THE GAME

In this delightful game, players take control of a charming cat as it frolics through a whimsical world, chasing after a bouncing basketball that moves unpredictably on its own. With only a minute on the clock, players must use their wits and reflexes to catch the ball as many times as they can, earning points and bonuses along the way. With vibrant colors, playful animations, and lively sound effects, this game is sure to captivate and enchant players of all ages. So come join the fun and see how many times you can catch the bouncing ball before time runs out!

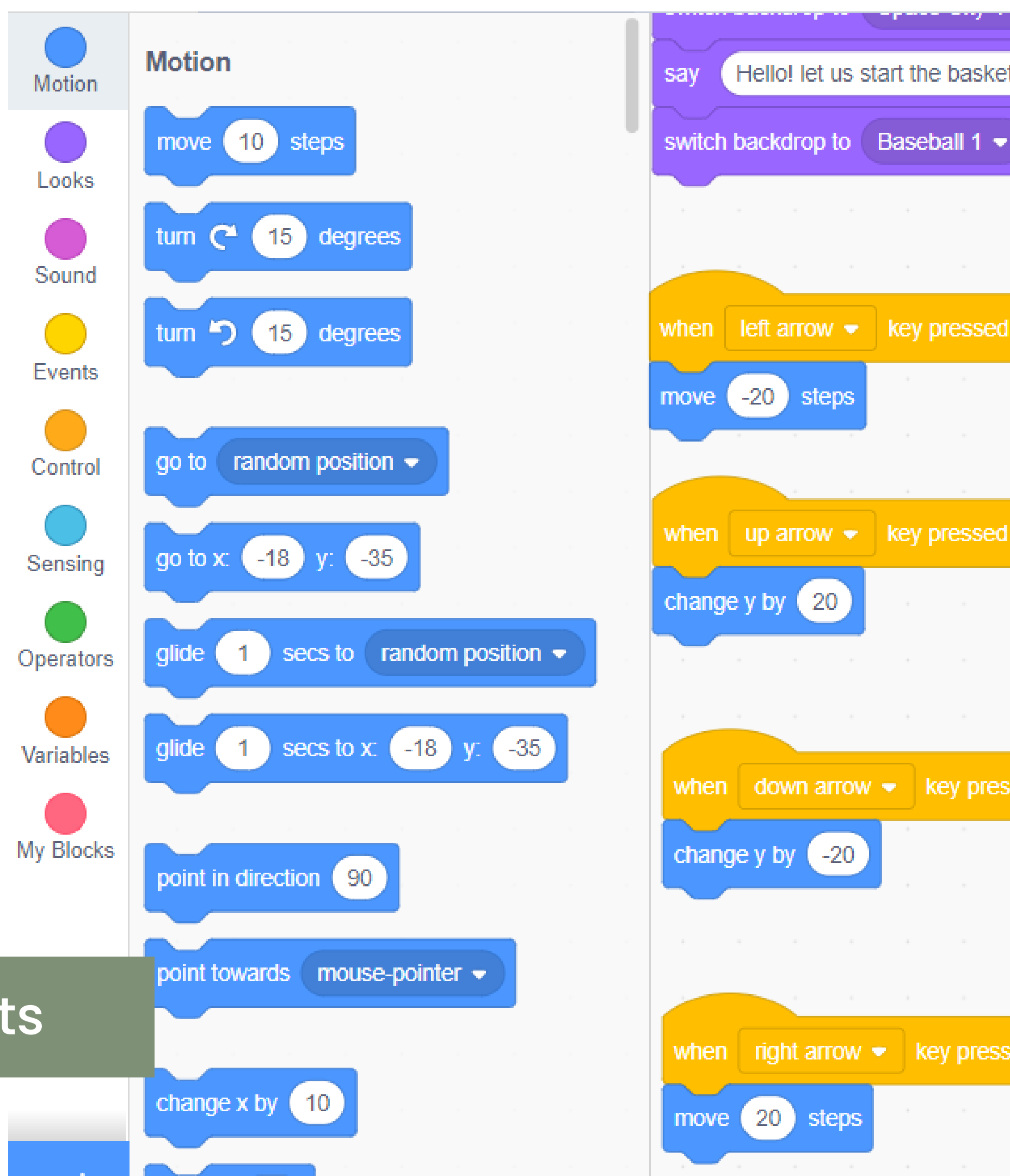




MY AIM AND LEARNINGS

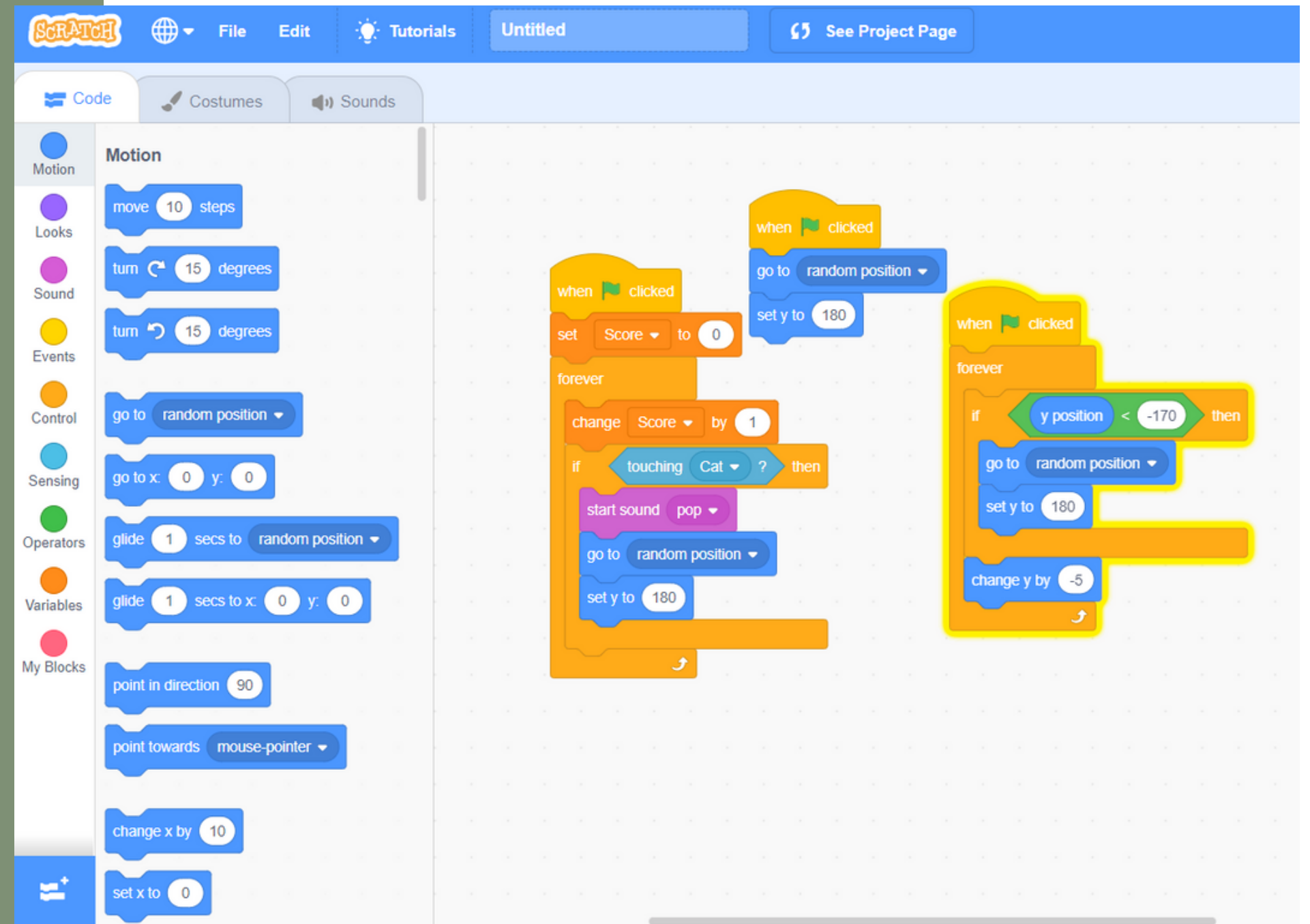
Through creating a game using Scratch, my aim was to improve my programming skills and develop an interactive game that is fun and engaging. I wanted to enhance my problem-solving abilities by programming the movements and behaviors of the characters and objects, as well as designing an enjoyable and visually appealing game. Overall, this exercise allowed me to develop my creativity and technical skills while exploring new ways of expressing my ideas through programming.

Credits

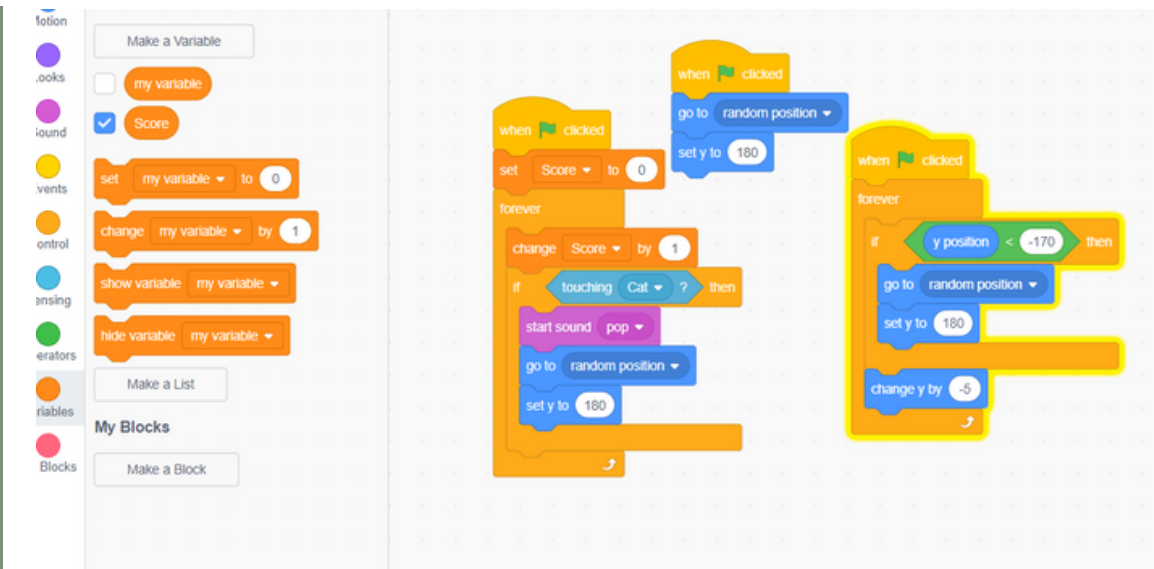
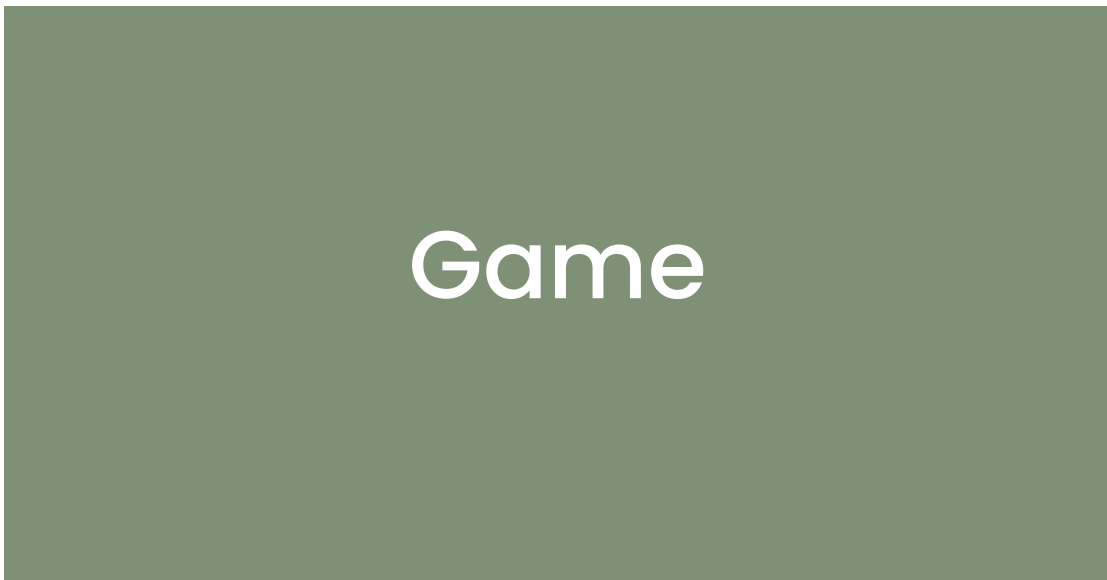
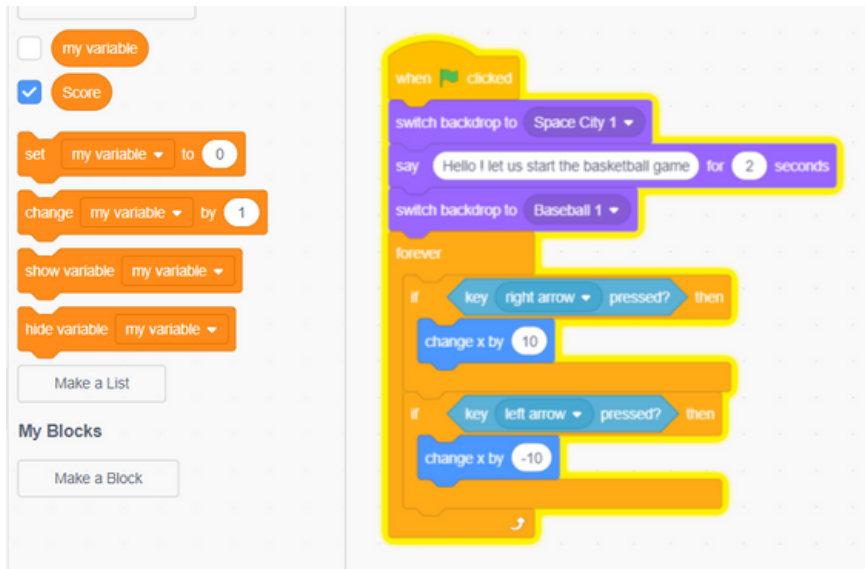


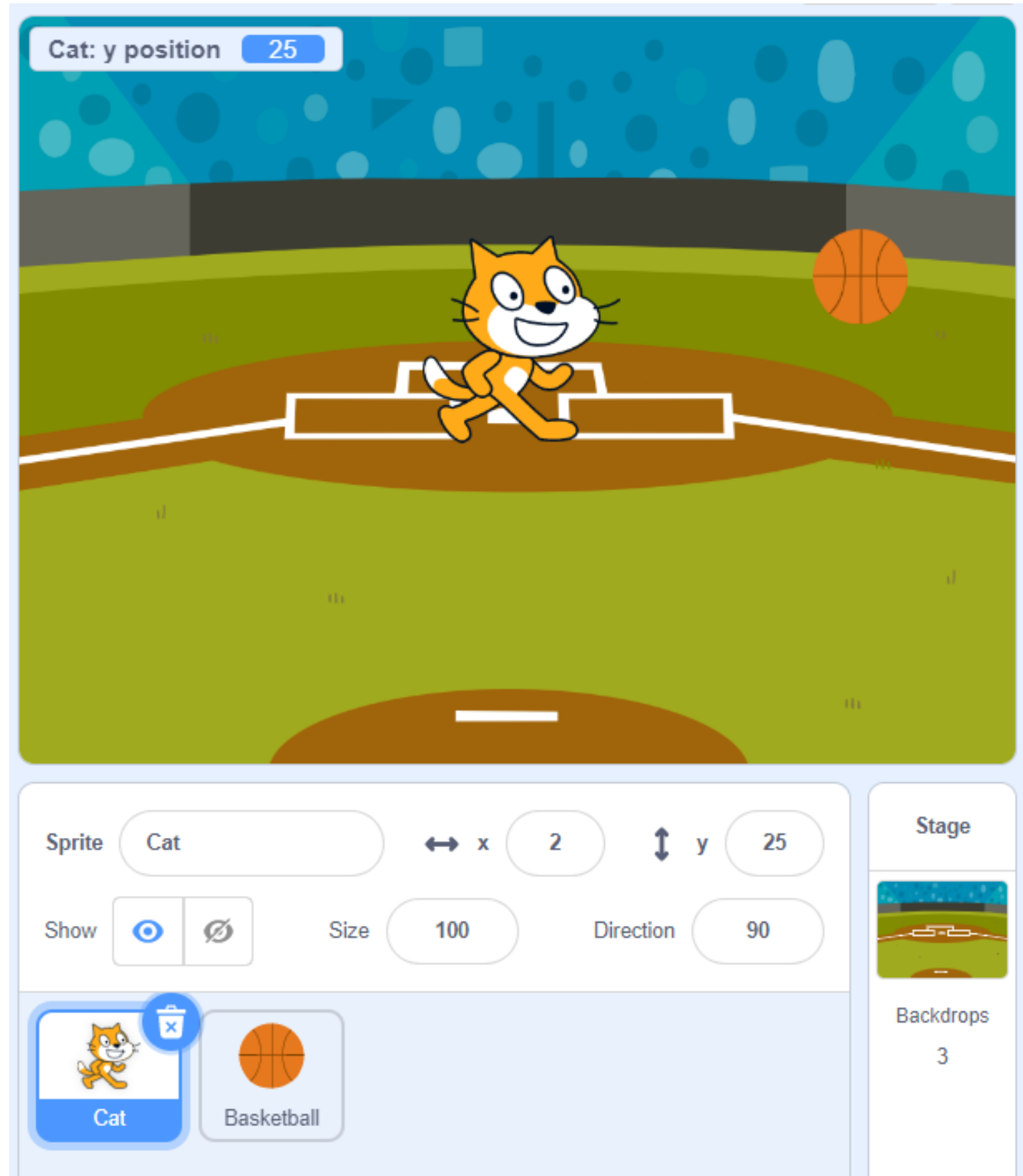
PROBLEMS FACED

- Designing an engaging game that is both fun and challenging
- Troubleshooting any technical issues that arise during the development process
- Balancing different game elements (e.g. difficulty, scoring system) to create a game that is enjoyable for players



CAT CATCH CRAZE





THANK YOU

Daksh Kumbhat

Bdes 1st Year

2022DD14769

Department of Design