**Description of Scratches**

**ScrButtonScrtach:**

This scratch was made to test our button code before implementing it into our main project. The scratch has a button on the screen and when you click it the program prints “Button Hit”. To get to this program click the scratches button on the main menu/title screen, then click the button that says button.

**ScrPlayerScrach:**

This scratch was made to test our player movement. This code moves the player back and forth, slowing down the closer it gets to the edge, and up and down. To get to this program click the scratches button on the main menu/title screen, then click the button that says player.

**ScrRandomGenScratch:**

This scratch was made to test our random generation of the obstacles. The program spawns obstacle in increments on the y axis and random x values. When you press space the camera moves up. To get to this program click the scratches button on the main menu/title screen, then click the button that says random Generation.

**ScrMusicScratch:**

In this scratch we tested our background music. When you open the scratch it plays music.To get to this program click the scratches button on the main menu/title screen, then click the button that says Music.

**ScrCollisionScratch:**

In this scratch we tested to hit detection. The program moves the player and if it hits and obstacle the program prints out “Obstacle Hit!”. To get to this program click the scratches button on the main menu/title screen, then click the button that says Collisions.