Scratch Programs

Animation Scratch:

<https://github.com/LiibanTemp/Late-Night-Tea-Gathering/tree/Animation>

This scratch was testing out sprite sheets which were used to animate a sprite to look like it's walking, and adding movement to it.

Attack Scratch:

<https://github.com/LiibanTemp/Late-Night-Tea-Gathering/tree/Attack>

This scratch was making an attack animation for the player and making the enemies die when hit by the attack and responds them at a random X coordinate.

Death Scratch:

<https://github.com/LiibanTemp/Late-Night-Tea-Gathering/tree/Death>

This scratch was giving the character a set amount of health, when hit by an enemy you would lose health, and when your health reaches zero the death screen will pop you saying “YOU DIED” with your character kneeling down.

Hit Detection Scratch:

<https://github.com/LiibanTemp/Late-Night-Tea-Gathering/tree/Hit.Detection>

This scratch was some test code in order to fix the hit detection in the game. This scratch contains code that cleans up the hit detection and allows for cleaner hit detection between the enemy and the player sprite.

Title Screen Scratch:

<https://github.com/LiibanTemp/Late-Night-Tea-Gathering/tree/TitleScreenScratch>

This scratch was testing out the concept of a title screen with a goal of having multiple options to choose from to allow for access to more gameplay options in the future. Since it was very late into the development cycle, there was no time to implement it.