**Programming Task for Easter**

In preparation for your project which will start next term, I want you to start thinking about a simple cat and mouse game

Part 1

1. Taking an Object Oriented Approach, we first design a class Mouse.

This will be represented as a PictureBox with a series of images stored in the repository

(As the mouse changes direction, the image should match)

1. We setup a Timer which as it ticks, it calls MoveMouse()
2. The Mouse is moved by changing the position of the Top and Left coordinates of the PictureBox

A solution for this is given on the S Drive

MBR\C# Projects\30a. CatAndMouse StartHere

1. You will see that as Form1 loads it creates the Mouse (passing in the form)

**Now over to you**

Part 2

1. Create a new class – “Cat”  – with a different image. The size should be similar to your first
2. “Cat”  should move up|down|left|right when keys are pressed on the keyboard

Part 3

1. If Cat catches Mouse, game is over
2. Display score – this is the number of seconds before the Mouse was caught

Part 4

1. Add a ScoreBoard  - this requires user to enter name at start of game