

Task Session (3)

Requirement: Create a Simple Chase Game .

Objective: Develop a basic understanding of game mechanics by creating a chase game.

Instructions:

1. Setting Up the Game:

- Select a sprite for the player character (e.g., a cat).
- Select a sprite for the target character (e.g., a mouse).
- Add a suitable backdrop to create the game environment.

2. Player Character Movement:

- Program the player character to move in response to arrow key presses.

3. Random Movement for the Target Character:

- Program the target character to move randomly around the screen.

4. Catching the Target:

- Implement a condition to detect when the player character touches the target character. If they collide, the target character should hide, signaling it has been caught.