**PATUAKHALI SCIENCE AND TECHNOLOGY UNIVERSITY**

**COURSE CODE CCE-112**

**SUBMITTED TO:**

### **Prof. Dr. Md Samsuzzaman**

### **Department of Computer and Communication Engineering**

**Faculty of Computer Science and Engineering**

**SUBMITTED BY:**

**Md. Sharafat Karim**

ID: **2102024**,

Registration No: **10151**

**Faculty of Computer Science and Engineering**

Date of submission: **2 April, 2023**

Assignment: Lab Problem 10

Assignment title: Maze Runner

**1. How is a side-view game (like the Basketball game) different from a top-down game (like the Maze Runner game)?**

Answer: A side-view game is usually designed to give the player a side-on view of the game world, where objects move horizontally. For example, in a basketball game, the player may see a basketball court from the side and control a player moving left or right to shoot the ball into the hoop.

On the other hand, a top-down game is intended to provide a bird's-eye view of the game world, allowing players to move objects in any direction. In a maze runner game, for instance, players have a top-down view of the maze and can move the character in any direction, navigating through the maze and avoiding obstacles.

**2. What can a variable store?**

Answer: A variable can store numbers or lists in scratch.

3. **What is the difference between for this sprite only and for all sprites?**

Answer: The difference between for this sprite only and for all sprites is that if we use for this sprite only, that variable can’t be accessed from any other sprites. On the other hand, if we use for all sprites then we can access it from any sprites.

**4. How can you make a sprite jump?**

Answer: To make a sprite jump we can first assign a y velocity as a variable. If our sprite is above a certain level we’ll gradually decrease its value. So if we want to jump we have to set this y velocity variable to a higher value.

**5. When the cat jumps in the Basketball game, what keeps it from just going up forever?**

Answer: What keeps it going up forever is a condition block. We have to set a condition before applying a jump trigger. In this way we can keep it from just going forever.

**6. What is the difference between the glide and go to x y blocks?**

Answer: The glide moves a sprites gradually just like an animation. But go to x, y blocks will instantly shift it from a point to an another point.

**7. How do you make the code inside an if block run only if two conditions are true?**

Answer: To make a block run if both two conditions are true, we’ve to use logical and operator for that purpose. In the logical and operator if both two statements are true, then the statements will be executed otherwise no.