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| *Game Component* | *What sprite owns the logic* | *What’s the trigger* | *Pitfalls* | *Pseudocode* |
| Hero should face right when you push the right arrow key |  |  |  |  |
| Hero should face left when you push the left arrow key |  |  |  |  |
| Hero should be animated when you hold left or right arrow key (i.e. “walk”) |  |  |  |  |
| Hero should jump with an appropriate keypress |  |  |  |  |
| At least two scenery sprites |  |  |  |  |
| Hero should be in front of scenery sprites |  |  |  |  |
| Scenery moves relative to hero |  |  |  |  |
| Scenery moves at different speeds |  |  |  |  |
| Scenery should scroll off / reappear |  |  |  |  |
| At least one enemy sprite |  |  |  |  |
| Enemy moves toward hero even if hero is motionless |  |  |  |  |
| Enemy scrolls / reappears |  |  |  |  |
| Enemy is animated |  |  |  |  |
| If hero does not jump over enemy game ends |  |  |  |  |
| Hero can jump over enemy |  |  |  |  |
| Use start and stop blocks |  |  |  |  |
| Program is repeatable |  |  |  |  |
| Comments make sense |  |  |  |  |
| + Flying enemies |  |  |  |  |
| + Scoring |  |  |  |  |
| + Powerups |  |  |  |  |