**Get The Cheesy Puffs Game Outline (using Scratch)**

**URL To Game:** [**https://scratch.mit.edu/projects/196422707/**](https://scratch.mit.edu/projects/196422707/)

**Outline**

**User**

User moves to the left with left arrow

User moves to the right with right arrow

User moves up with the up arrow

User moves down with the down arrow

**Cheesy Puff**

When User touches Cheesy Puff scores goes up by 1; repeat action

When User touches Cheesy Puff, Cheesy Puff moves to random location; repeat action

Hide Victory image

When User reaches 10 Victory shows

**Assignment**

1. Make a rough outline that pseudocodes all aspects of the game. In your outline, consider answering the following:

* What are the rules of the game?
* How does that translate into code?
* Will we need to use loops? if/else statements?
* What variables will we need?
* Under what circumstances will our variables change?

1. Once you have a rough outline, begin the process of *coding* it out in Scratch. Your final game must include the following functionality:

**Get the Cheesy Puffs!**

* Users can move the cat up, down, left, and right with the arrow keys.
* If the player touches the cheesy puffs, their score goes up by one, and the puffs move to a random location.
* When the player reaches a score of 10, a victory image is shown, and the game ends.

**Button Click Exercise**

* A variable that starts the game at 0.
* A button that increases the value of the variable by 1.
* A button that decreases the value of the variable by 1.
* A button that resets the value of the button back to 0.