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## 1. Video

a.

## 2. Written Responses

- a. The programming language is Scratch, a block/puzzle coding program. The purpose of my program is to entertain the player.
- b. I started to add onto a previous game I had been working on. I started by working out some problems with reloading and firing the weapon used by the player. I then added a quest mechanic with rewards for completion. I added more buildings to the map for quests and items. I also added a second type of AI enemy. I also added more weapon types, an inventory system and a shop system. I worked on this mostly independently but, occasionally I asked someone nearby for advice.

C.

## 3. Program Code

a.



Map(Abstraction)

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b. Shop