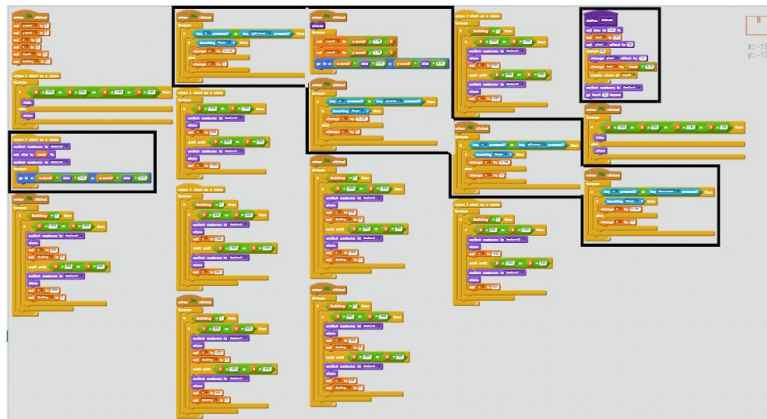
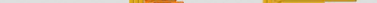


1. Video
  - a.
2. Written Responses
  - a. The programming language is Scratch, a block/puzzle coding program. The purpose of my program is to entertain the player.
  - b. I started to add onto a previous game I had been working on. I started by working out some problems with reloading and firing the 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)



b. Shop