Kedelaron

Scratches

**Desktop Scratch:**

All this scratch was used for, was to test out our Desktop controls using keyboard. inputs. it simply outputted if a key was pressed.

**Basic AI Scratch:**

This Scratch was used to test some very basic follow code. All that this scratch did was allow a user to move a player around a screen, Using keyboard inputs. When the player got close enough to the Ai it would begin to follow it around.

**Drop Scratch:** [**https://github.com/Ticken/SBF-Drop**](https://github.com/Ticken/SBF-Drop)

This scratch was used to test input with touch, Sounds and Orthographic Cameras.

in this case this was done by making a simple game where the player catches water drops in a bucket

**Touch to move Scratch:** [**https://github.com/Ticken/Touch-To-Move-Scratch**](https://github.com/Ticken/Touch-To-Move-Scratch)

This scratch was used to test out a new player control method that never was implemented. In this Scratch we tested controlling the player by tapping/holding around the player to get them to move.

**Orthographic Camera Scratch: https://github.com/Ticken/SBF-OrthographicCameraScratch**

This scratch was used to test Orthographic Camera movement, and zoom. it displayed a image that based on key input would be zoomed in and out on, and/or rotated.

**Sound Scratch: https://github.com/Ticken/SoundScratch**

This scratch was used to test looping music, pausing music, and then replaying it.

**scene-2d-menu Scratch:**

This scratch was used for testing out a menu made using scene 2d and rendering using a stage/