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Module #6

Get the Cheesy Puffs!

https://scratch.mit.edu/projects/289391345/

Players can move the cat up, down, left, and right with the arrow keys. The goal is to touch the cheesy puffs to increase your score up to 10 points.
If the player touches the cheesy puffs, their score goes up by 1, and the puffs move to a random location.

This is how the game is structured:
If the Sprite (cat) touches the bowl of cheesy puffs, one point is added to the score, and the cheesy puffs move to a random location.

If the left arrow is pressed, the cat moves to the left (right for right, up for up, and down for down - relative to the screen). This is how the cat moves to get the cheesy puffs following the commands.