Assignment 6: Scratch That!

[Scratch Activity](https://scratch.mit.edu/projects/157535234/#fullscreen)

What are the rules of the game?

* Eliminate the falling mice before they hit the bottom of the screen
* Use the left and right arrows to move the cat across the screen
* Use the spacebar to fire a projectile
* If a mouse is hit with a projectile you will receive a point
* If you miss the mouse and it hits the bottom you will lose a life
* Once all lives are lost it is game over

How does this translate to code?

* Variables:
  + Cat
  + Cheesy Puffs
* Conditionals:
  + If “left arrow” is pressed then cat moves left
  + If “right arrow” is pressed then cat moves right
  + If “up arrow” is pressed then cat moves up
  + If “down arrow” is pressed then cat moves down
  + If cat reaches cheesy puffs then add 1 point to score
* Iterations (looping)
  + Once cheesy puffs are reached they disappear and reappear at a random location
  + Repeat until the score reaches 10 points

Under what circumstances will the variables change?

* Once the score reaches 10 points the game will stop and a winning logo will appear