

Module 6 - Assignment

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Module 6 - Scratch Assignment

Scratch: <https://scratch.mit.edu/>
Requirements: <https://www.youtube.com/watch?v=IjQX6YG8eVA&feature=youtu.be>

Cheesy Poofs Pseudo-code

```
Set CheesyPuffCounter to 0
while (counter < 10) {
  if keystroke = up
    move Sprite up
  (similar for down, left & right)
  if (found puff (x&y positions of sprites) {
    increment counter
    randomly set puff elsewhere
  }
}
```

Display Congratulations Banner

Actual Code and Video replay:



CheesyPuff
on Scratc...



CheesyPuff
- MBG