Title: Catch the Code

Player: Coder (movements – UP, DOWN, RIGHT, LEFT)

Enemies: Backspace Key, NULL (movements – UP, DOWN, RIGHT, LEFT)

Rewards: Pieces of code:

- **Regular:** for loop, do while loop, while loop, if-else statements, and switch case statements.
- **Bonus:** functions to calculate sums, differences, products, quotients, etc

Punishments/Penalties: not getting the right piece of code (in the correct order), forgetting a semicolon or curly bracket, InterNet Trap

Barriers: // (comments)

Board: Grid/Maze – some cells contain rewards (+ points), and others contain punishments (-points). If we move to a cell that has an enemy or if the enemy moves towards us we lose the game.

Story/Background: The coder falls asleep and finds themselves caught in a program. They have to collect the pieces of code in the right order, before the enemies get to them or they come across their punishments and lose points.