# Lab 6: Game with a follower

**Learning Outcome:**

Add a game character that follows the player

Add to Lab 5 to create a game character that follows the player. When the player and the follower collide the player’s lives are decreased by 1. The player and the follower are then respawned somewhere randomly on the screen. When the player’s lives get to 0 the game is over. The player may shoot the follower to increase their score. When the follower is hit it respawns somewhere randomly on the screen.

As always extra marks are given for extra features added.