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Coding Boot Camp

Module 6

Get the Cheesy Puffs Pseudocode

* What are the rules for the game?
  + Use the arrow keys to chase and make contact with the bowl of cheesy puffs.
* How does that translate in to code?
  + By making 2 variables, for the player and the object, then step by step, making code for the object and the player’s character in order for them to move
* Will we need any loops? If/else statements?
  + Yes, we will need loops and If/else statements.
    - We will need loops for the player and the bowl of cheesy puffs
    - We will need if/else statements for the player and cheesy puffs as well
* What variables will we need?
  + We will need the following variables:
    - “Sprite” or player which will be what the game player can move around
    - “cheesy Puffs” which will move when the player makes contact with them
    - A winner sign
* Under what circumstances will our variable change?
  + The cheesy puffs will change position when the player makes contact with them

Link to my version of get the cheesy puffs: <https://scratch.mit.edu/projects/218493830/#player>