2a. The programming language used to create my game is the language of scratch. It is a basic language that can also be complicated depending on what you are trying to do with the code. The purpose of my program is to make a person get sucked into a black hole while hes bouncing on a trampoline while on a basketball court. He then has to go through a very complicated maze while collecting a good disease and running away from a shark. Once the exits are unlocked, the player has to choose which exit is the right one. The video shows my code working.all together.

2b. My program is actually a remix of a game that I made earlier in the year. I changed all the characters and most of the sprites. The only thing I kept the same was the maze. I made most of this game by myself, created the codes by myself, but I had some help with the codes to make the AI from a friend. I also got the sprites from the pre created ones in scratch itself.

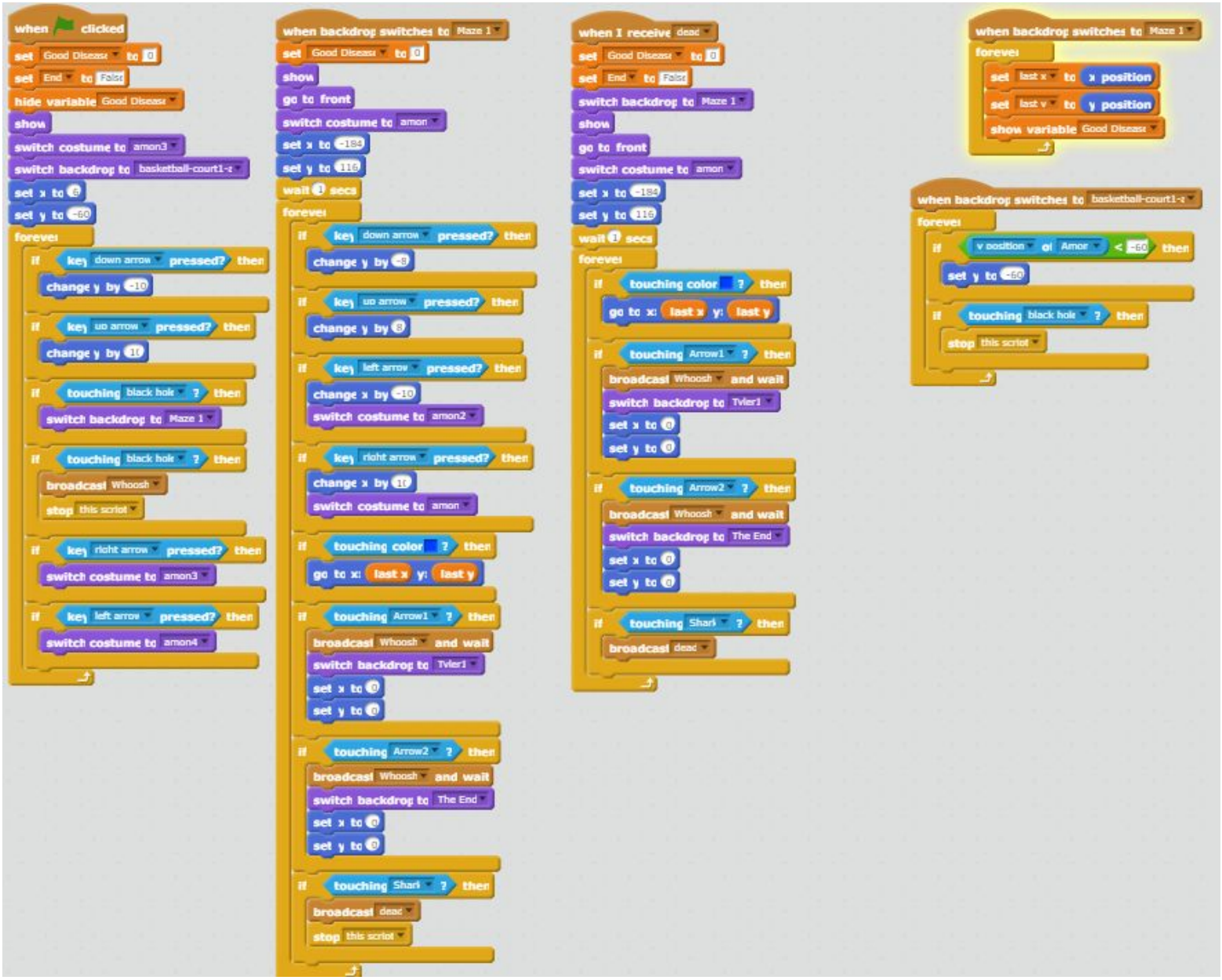
3b.

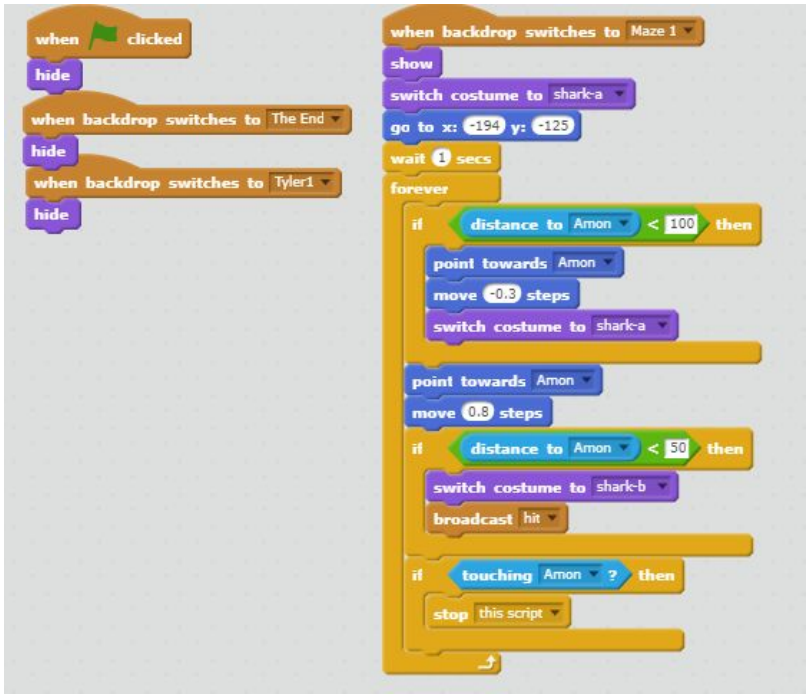
This section of my code is probably the most important section of my code. It makes it so whenever one of the arrow keys are pressed, it moves the character by a certain amount.

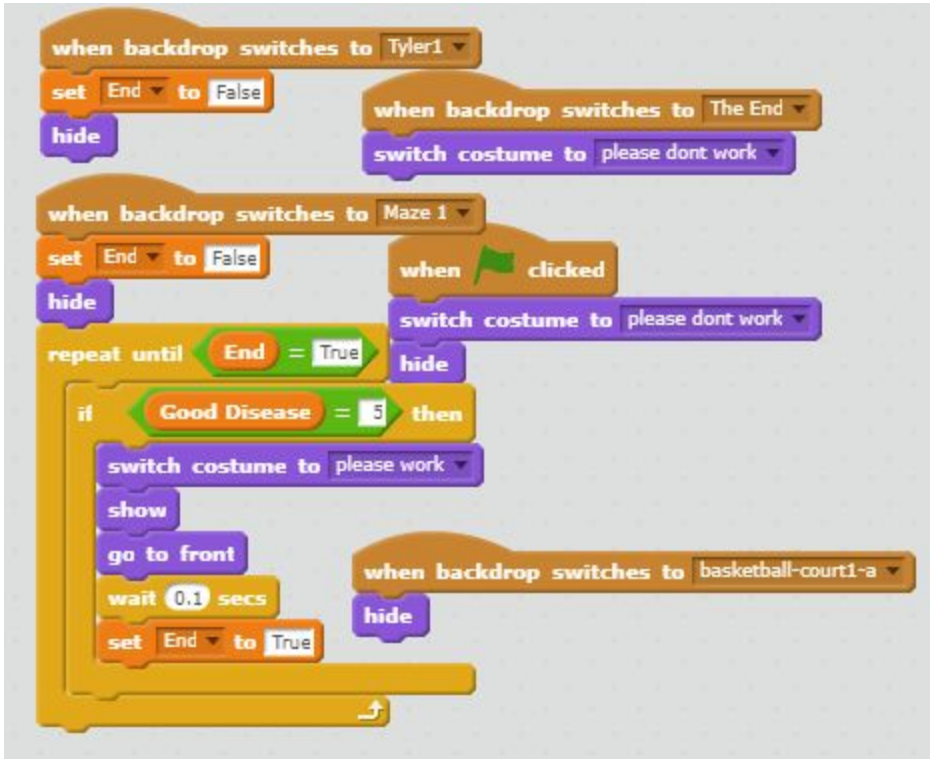
2d.

This is my codes abstraction. The part that says touching color [ ] then go to x: “last x” y: “last y” makes it so you can't go through the walls when you are inside the maze. The other section of the code sets the two variables up. When the player gets to the maze, it forever sets them to the characters current position. So if they touch a wall, they are seamlessly sent back to their most recent position. This makes the illusion as if the player hadn’t moved at all.

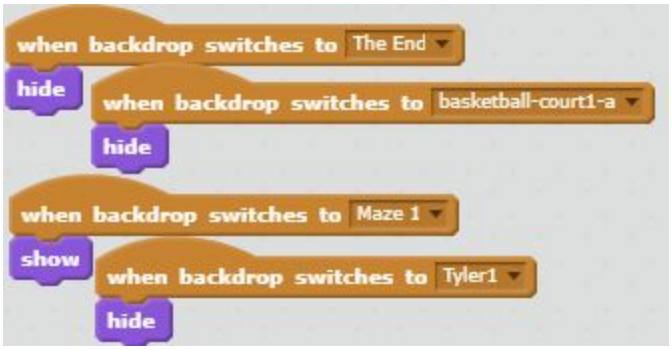
All of my code shown below

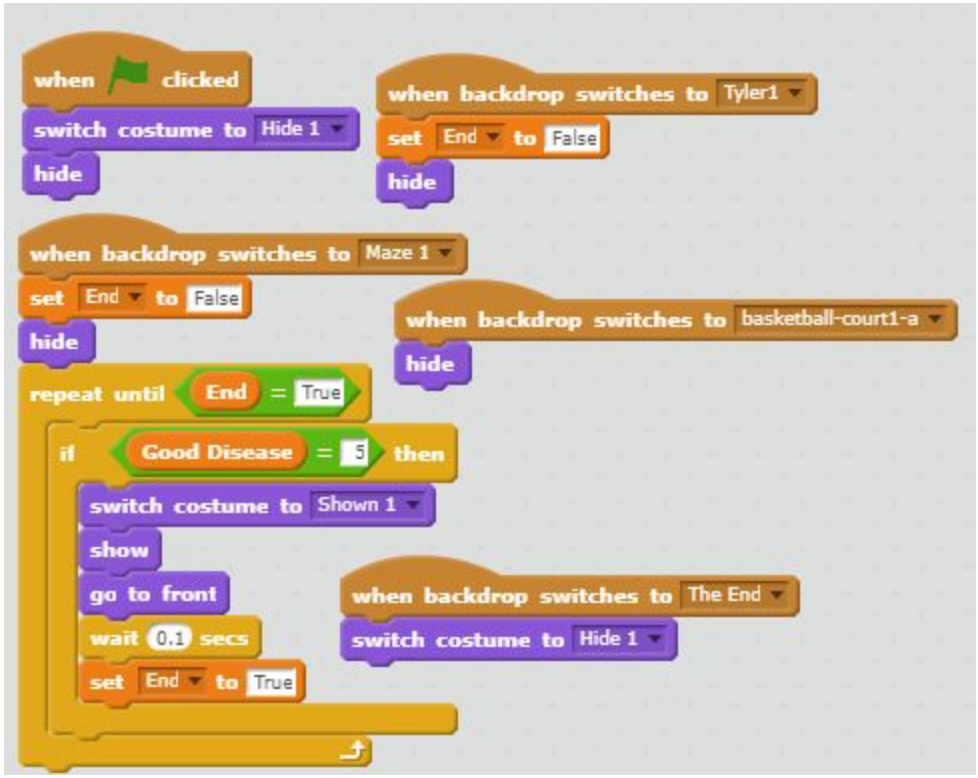

when clicked
set Good Disease to 0
set End to False
hide variable Good Disease
show
switch costume to amon3
switch backdrop to basketball-court1-a
set x to 0
set y to -60
forever
if key down arrow pressed? then
change y by -10
if key up arrow pressed? then
change y by 10
if touching black hole ? then
switch backdrop to Maze 1
if touching black hole ? then
broadcast Whoosh
stop this script
if key right arrow pressed? then
switch costume to amon3
if key left arrow pressed? then
switch costume to amon4
when backdrop switches to Maze 1
set Good Disease to 0
show
go to front
switch costume to amon
set x to -184
set y to 110
wait 1 secs
forever
if key down arrow pressed? then
change y by -8
if key up arrow pressed? then
change y by 8
if key left arrow pressed? then
change x by -10
switch costume to amon2
if key right arrow pressed? then
change x by 10
switch costume to amon
if touching color ? then
go to x: last x y: last y
if touching Arrow1 ? then
broadcast Whoosh and wait
switch backdrop to Tyler1
set x to 0
set y to 0
if touching Arrow2 ? then
broadcast Whoosh and wait
switch backdrop to The End
set x to 0
set y to 0
if touching Shark ? then
broadcast dead
stop this script
when I receive dead
set Good Disease to 0
set End to False
switch backdrop to Maze 1
show
go to front
switch costume to amon
set x to -184
set y to 110
wait 1 secs
forever
if touching color ? then
go to x: last x y: last y
if touching Arrow1 ? then
broadcast Whoosh and wait
switch backdrop to Tyler1
set x to 0
set y to 0
if touching Arrow2 ? then
broadcast Whoosh and wait
switch backdrop to The End
set x to 0
set y to 0
if touching Shark ? then
broadcast dead
when backdrop switches to Maze 1
forever
set last x to x position
set last y to y position
show variable Good Disease
when backdrop switches to basketball-court1-a
forever
if y position of Amor < -60 then
set y to -60
if touching black hole ? then
stop this script

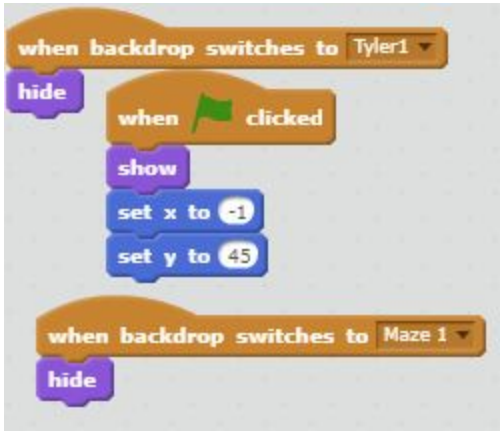

when clicked
hide
when backdrop switches to The End
hide
when backdrop switches to Tyler1
hide
when backdrop switches to Maze 1
show
switch costume to shark-a
go to x: -194 y: -125
wait 1 secs
forever
if distance to Amon < 100 then
point towards Amon
move -0.3 steps
switch costume to shark-a
point towards Amon
move 0.8 steps
if distance to Amon < 50 then
switch costume to shark-b
broadcast hit
if touching Amon ? then
stop this script


when backdrop switches to Tyler1
set End to False
hide
when backdrop switches to The End
switch costume to please dont work
when backdrop switches to Maze 1
set End to False
hide
when clicked
switch costume to please dont work
hide
repeat until End = True
if Good Disease = 5 then
switch costume to please work
show
go to front
wait 0.1 secs
set End to True
when backdrop switches to basketball-court1-a
hide

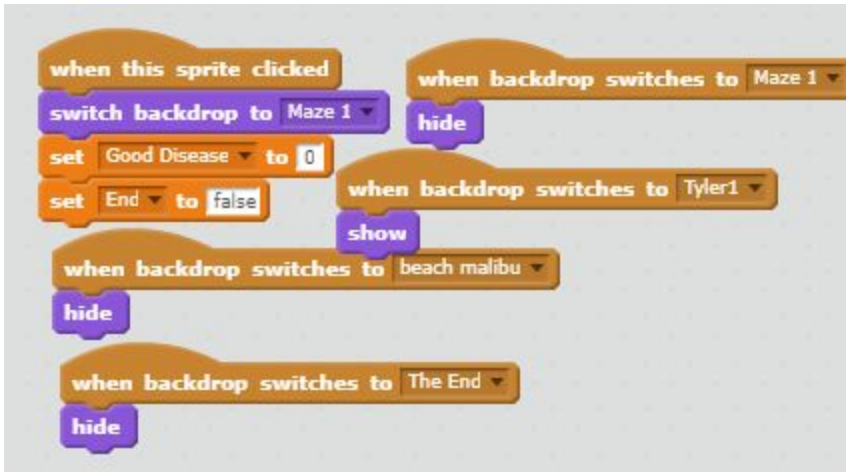

when backdrop switches to Maze 1
hide
when backdrop switches to Tyler1
hide
when backdrop switches to basketball-court1-a
show

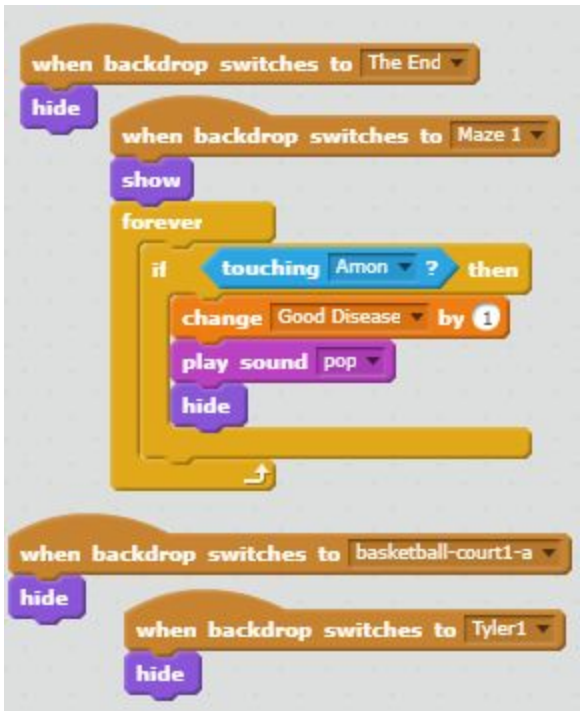

when backdrop switches to The End
hide
when backdrop switches to basketball-court1-a
hide
when backdrop switches to Maze 1
show
when backdrop switches to Tyler1
hide

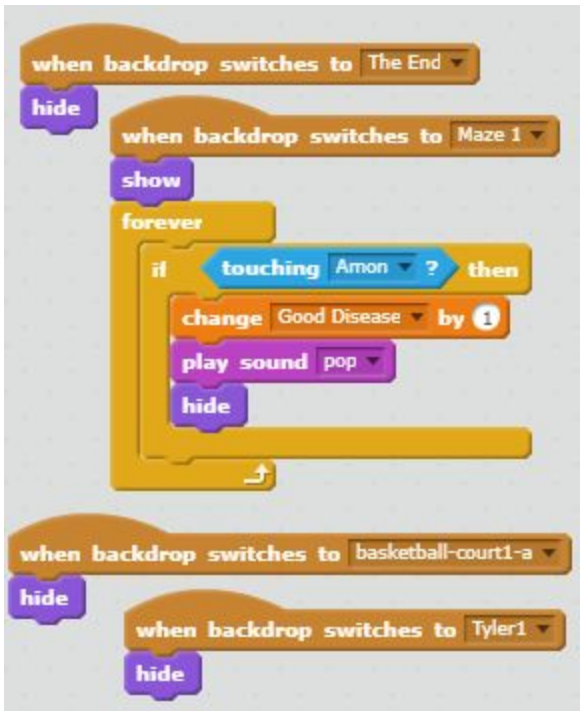

when clicked
switch costume to Hide 1
hide
when backdrop switches to Tyler1
set End to False
hide
when backdrop switches to Maze 1
set End to False
hide
when backdrop switches to basketball-court1-a
hide
repeat until End = True
if Good Disease = 5 then
switch costume to Shown 1
show
go to front
wait 0.1 secs
set End to True
when backdrop switches to The End
switch costume to Hide 1

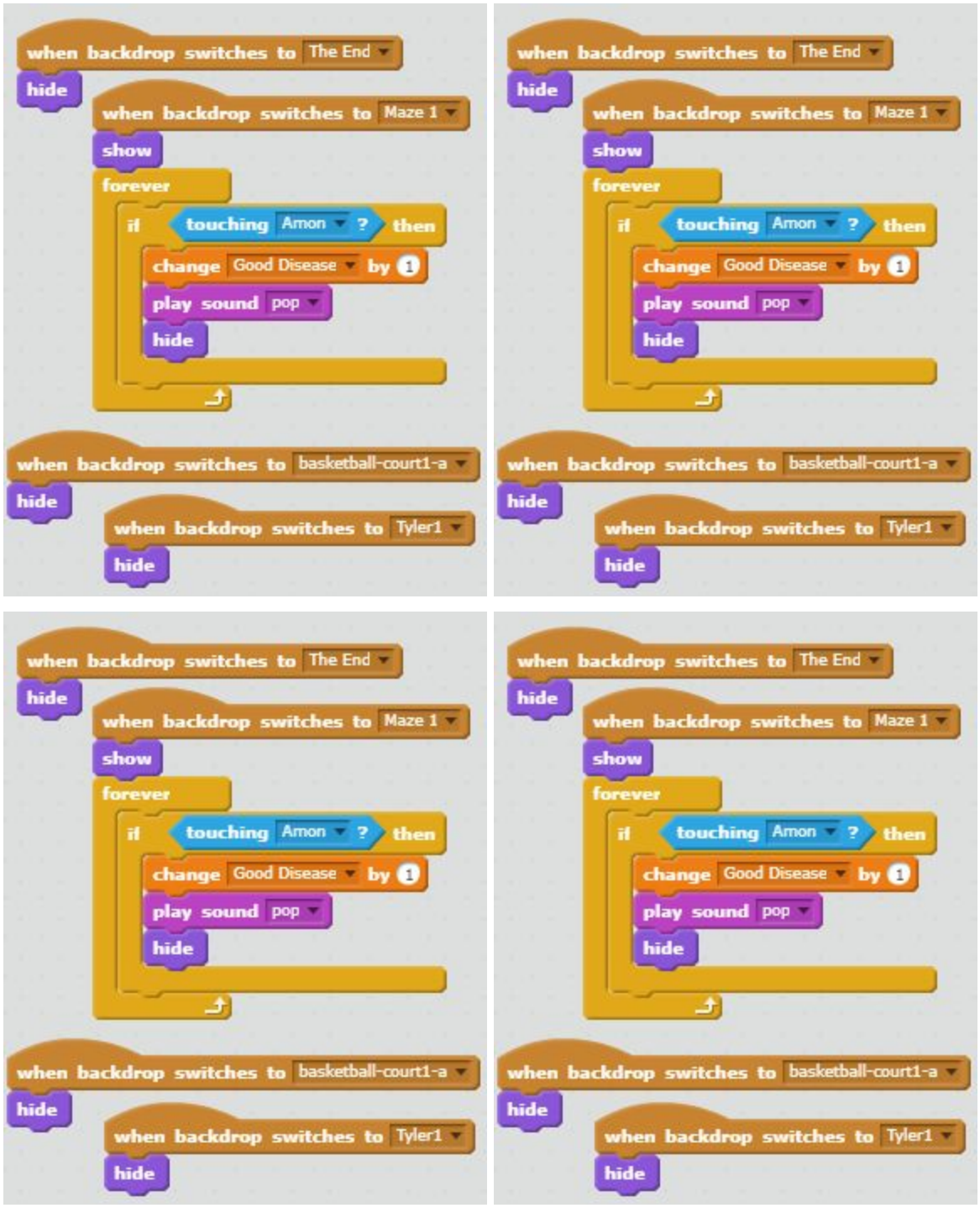

when backdrop switches to Tyler1
hide
when clicked
show
set x to -1
set y to 45
when backdrop switches to Maze 1
hide


when backdrop switches to Tyler1
hide
when backdrop switches to basketball-court1-a
hide
when backdrop switches to Maze 1
show
when backdrop switches to The End
hide

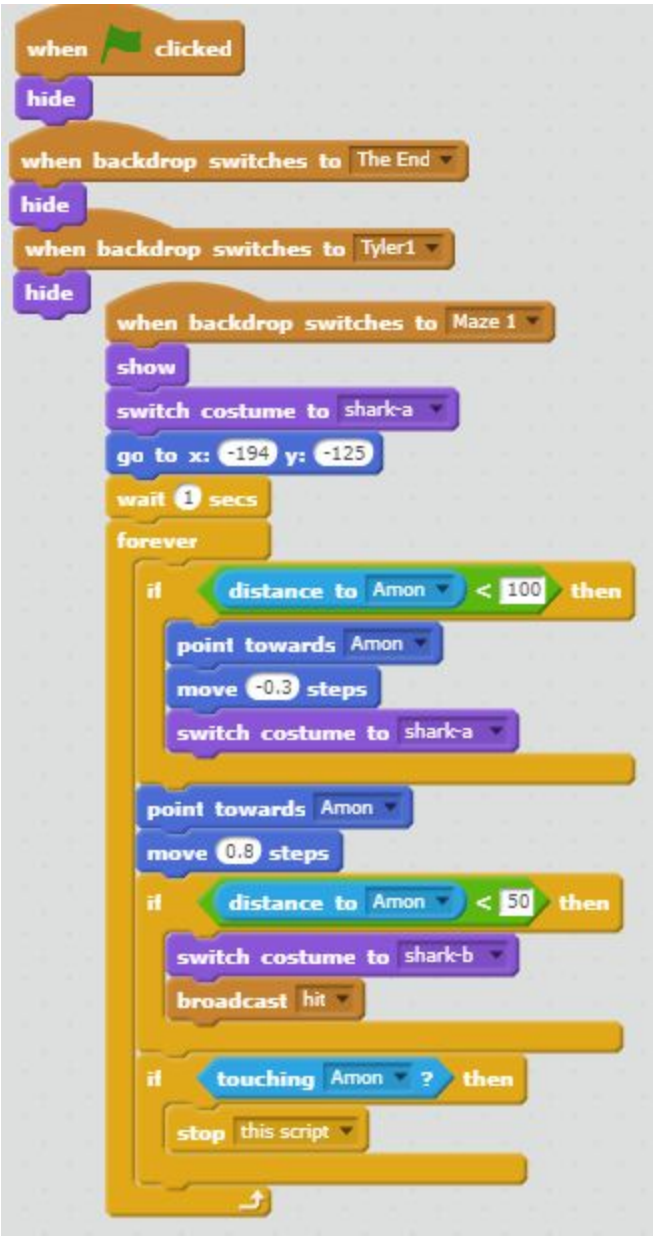

when this sprite clicked
switch backdrop to Maze 1
set Good Disease to 0
set End to false
when backdrop switches to Maze 1
hide
when backdrop switches to Tyler1
show
when backdrop switches to beach malibu
hide
when backdrop switches to The End
hide


when backdrop switches to The End
hide
when backdrop switches to Maze 1
show
forever
if touching Amon ? then
change Good Disease by 1
play sound pop
hide
when backdrop switches to basketball-court1-a
hide
when backdrop switches to Tyler1
hide


when backdrop switches to The End
hide
when backdrop switches to Maze 1
show
forever
if touching Amon ? then
change Good Disease by 1
play sound pop
hide
when backdrop switches to basketball-court1-a
hide
when backdrop switches to Tyler1
hide



(6 of these because 6 sprites all with the same code inside.


when clicked
hide
when backdrop switches to The End
hide
when backdrop switches to Tyler1
hide
when backdrop switches to Maze 1
show
switch costume to shark-a
go to x: -194 y: -125
wait 1 secs
forever
if distance to Amon < 100 then
point towards Amon
move -0.3 steps
switch costume to shark-a
point towards Amon
move 0.8 steps
if distance to Amon < 50 then
switch costume to shark-b
broadcast hit
if touching Amon ? then
stop this script