

# CAT\_CH

**TEAM NAME:** Team Echo

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**APP NAME:** CAT\_CH

## **APP DESCRIPTION:**

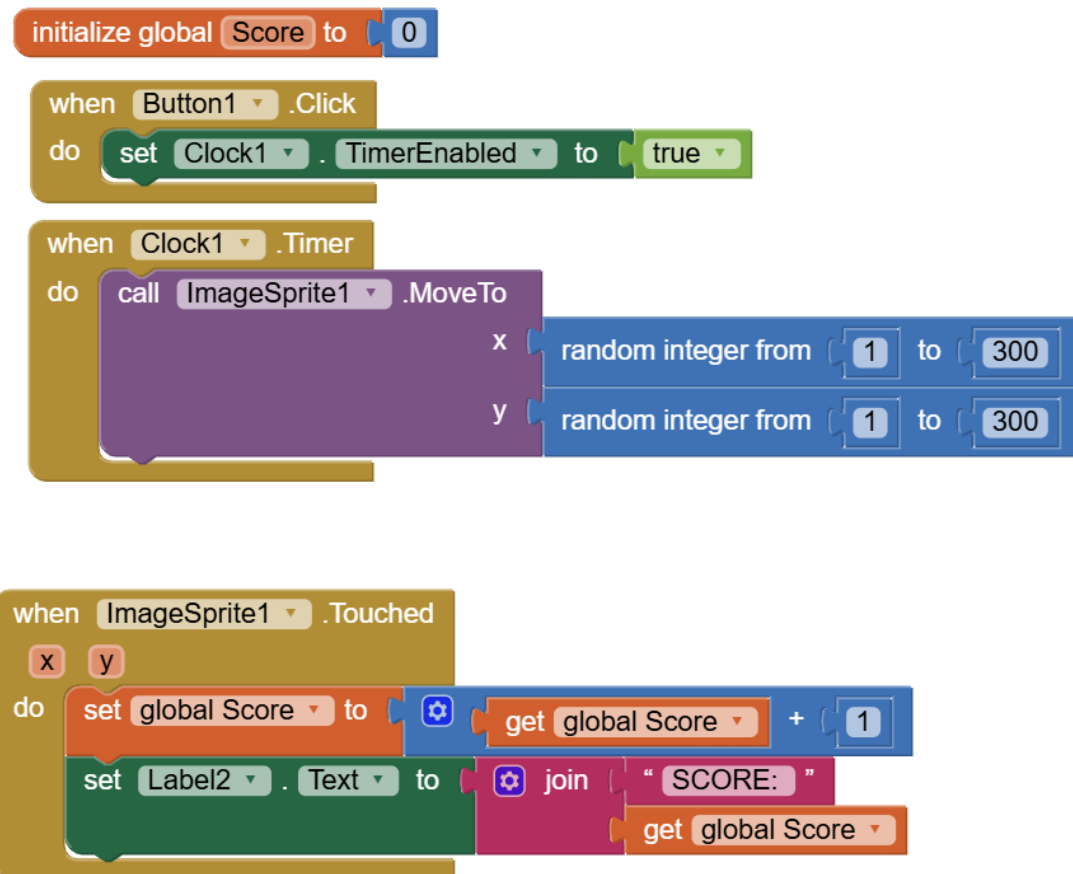
*CAT\_CH is a simple game that has a canvas, inside which the game takes place and there is a small cat icon which changes its location every one second. The user scores +1 score when the cat icon is touched.*

## **APP SCREENSHOTS:**



*The score on the bottom of the screen is incremented every time the user successfully clicks the cat icon.*

## **BLOCKS:**



Initially the score is set to zero.

Button1, which is the start button enables the clock inside the canvas which makes the cat icon move every second.

The ImageSprite1 inside the canvas, moves to a random space at every 1 second.

When the ImageSprite1 is touched, the score value is updated by one touch every time and the text in the Label2 is updated.