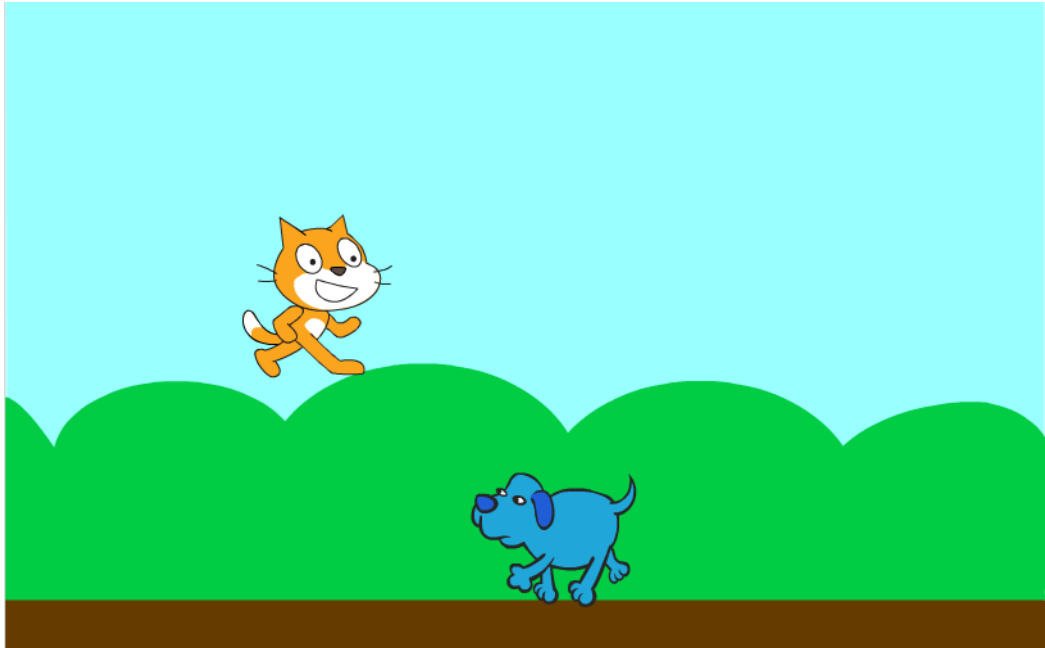


# Lesson 8. Cat and Dog

**Task:** Create a game in which a cat escapes from a dog.

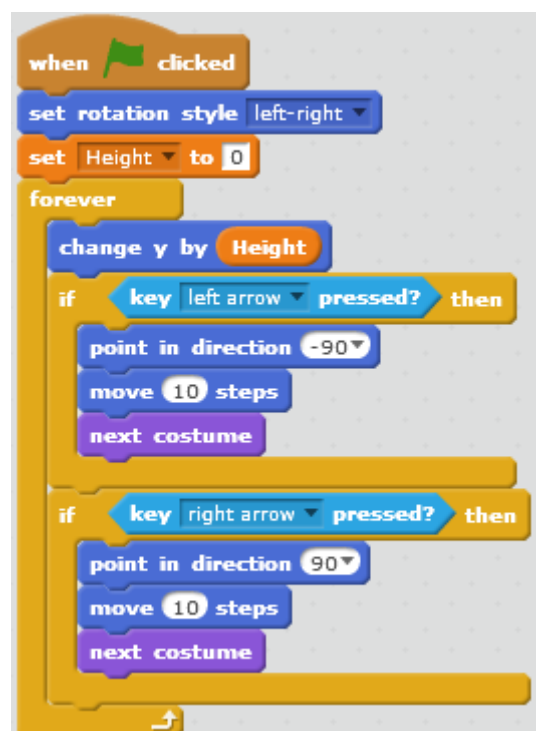


## Step 1: Preparation

1. Create a new project (“Create” -> menu “File” -> “New”);
2. Delete default sprite (right-click, “delete”);
3. Add new backdrop (open library and choose a random backdrop, i.e. “Blue sky”);
4. Delete default backdrop (right-click, “delete”).

## Step 2: The cat’s script

1. Shrink the cat’s sprite several times;
2. Create the cat’s movement script and its animation;
3. Add a variable “Height” which will define the height of the cat at a jump;
4. Create an additional script – if a Space key is pressed and the cat stands on the ground, then he jumps up. Also add a condition to the main

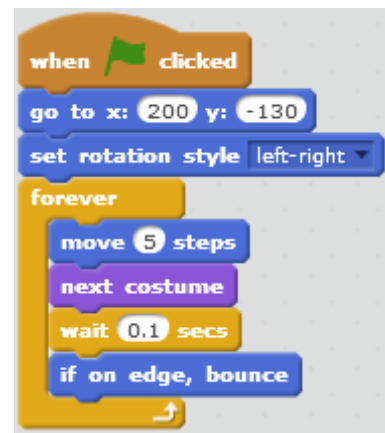


script in order to make cat go down to the ground.



### Step 3: Dog's movements

1. Add a new sprite of a dog (category "Animals", "Dog2") and shrink its size several times. Delete a "dog2-c" costume;
2. Set the sprite to the ground surface;
3. Create a script in order to make the sprite move from the left to the right bouncing off the edges and change the costumes in order to animate walking.



### Step 4: Interaction of cat and dog

1. Create a variable "Life" which will define the quantity of cat's lives and set its value as 3;
2. Create a script – when the dog touches the cat, the quantity of cat's lives decreases by 1;
3. Add a condition – if the quantity of lives is lower than 1, the game is over.