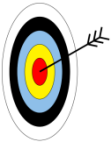


## „Catch me“

„Catch me“ 

As a **group of experts** it's now about to program a **tag-game**. For this purpose, each of you must bring in their previously learned *expert knowledge*! It is the aim, that a **character** of your choice hunts and catches **another character** of your choice. The following points will help you to implement this task. Of course, you can set your creativity free.

**The four experts:**



In order to be able to better estimate which expert can use his knowledge at any particular point, the respective experts are addressed explicitly during the course of the work sheet.




- **Expert MD:** Motion & Drawing
- **Expert SC:** Sound & Communication
- **Expert FV:** Feelings & Variables
- **Expert GA:** Graphic & Appearance

**Basic Structure of the Game:**

**MD**  
**GA**  
**SC**

1. Create a game character, which is supposed to be the **catcher** later on (e.g., the ). Adjust the size of the figure to your background and program it so that you can control it with the **arrow keys** (**Events** and **Motion**). Keep in mind that the catcher must be able to **appear** and **submerge**.  
**Caution:** Use  in order to adjust the direction of the catcher.

**GA**

2. Create another game character which is supposed to be caught in the game (e.g. ). Adjust the size of the characters to your background.

**GA**  
**SC**

3. Choose **three** different stage sets, you want to use in your game (2 for the game process, 1 for the end).

**FV**

4. Create a **variable** for the score from **Data**.


**FV**

5. Add a stopwatch from **Sensing** (  ).  
**Optional**



## „Catch me“

### Start of the Game:

- The game should be started by clicking on the  (**Events**).

**FV**


- Stopwatch and score must be reset when the game is started. Use the following puzzle pieces from **Sensing** and **Data** (also think about the "forever puzzle-piece"):




**GA**

- The stage should show the first stage (**Appearance**).

**MD**

- The catcher  should always be at the same position (x- / y-coordinate) when the game starts. For this purpose, you could choose the centre of the stage and set its position  $x = 0$  and  $y = 0$  (**Motion**).


**MD**

Also consider a fixed starting position for the character to be caught  (**Motion**).


**SC**

- When starting the game, a nice sound should resonate (**Sound**).

### Tag:

If the catcher  **has caught** (or touched) another game character, the following ought to happen:

**MD**


- The caught figure  should descend and reappear on the stage at a **random location** (**Motion**).

**Use:**



In order to create a **random number** (**Operators**).

**SC**

- The caught character  should **send** the message to every character that he was caught (**Events**).

**Use:**



to sort the following three issues:

**SC**

- A **sound** should be played (**Sound**).

**FV**

- The score should be **increased by 1** (**Data**).

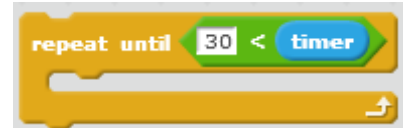
**GA**


- After the figure has been captured, the stage should change as well (**Appearance**). Just **choose two** of your three stage sets!

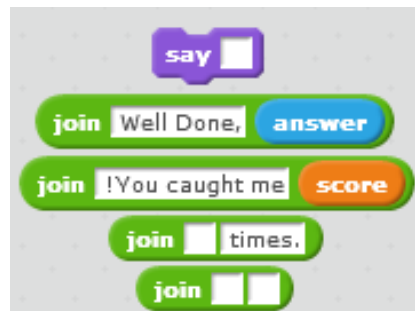
## „Catch me“


**End of the Game:**

- The game will end after 30 seconds, as soon as the **timer** displays **more than 30 seconds**. **For this purpose use:**

**Bonus:****MD****FV****GA**

- The character that is supposed to get caught  should return to its original position (**Motion**). Then he shall ask your name (**Sensing**). Besides, the character is expected to tell you, how often he has been caught (**Appearance**). You will need five puzzle pieces for this purpose.

**Combine them in the right order.****SC**

- Again the character to be caught  should send a message to announce the end of the game (**Events**).

**Use the following puzzle piece again:****SC**

- The end of the game is also initiated by a nice **sound** (**Sound**).

**GA**

- At the end of the game, the stage is supposed to be a ceremonial stage (your third one) (**Appearance**).

„Catch me“

***Congratulations!***  
***You have reached your goal!***

