

Scaredy Dog!

ISA Coding Competition

Link to video: https://www.youtube.com/watch?v=KrzEh_oi_pA

Link to project: <https://scratch.mit.edu/projects/1287694525/fullscreen/>

My project is a Scratch game about a dog that has to collect snacks while avoiding loud noises that dogs are scared of. These include vacuum cleaners, thunder and lightning, and fireworks. The goal of the game is to collect all the snacks while moving around the screen and not getting hit.

When the game starts there is a front page with a dog chasing treats and a vacuum cleaner. Then the instructions appear so the player knows how to play. After that the game begins.

The player moves the dog using the arrow keys. The dog has different costumes so it changes depending on which direction it is moving. When the dog goes left or right it also has a small walking animation.

There are nine snacks around the screen that the player has to collect. The snacks include dog treats, chicken wings, dog bones, and beef. Each time the player collects a snack, the score variable increases.

The score is important because it also controls the levels. Every time the score reaches a multiple of nine, it means the player collected all the snacks for that level and moves to the next level.

Each level gets harder because the obstacles move faster and faster. At first the speed increase is small, but by level three it becomes noticeable, and by level five it is very fast.

The player also has 30 seconds to collect the snacks. The Time Remaining variable at the top of the screen counts down. If the player runs out of time or gets hit by an obstacle, the game ends and it shows a rank based on the score.

I used different sprites, variables, animations, and clones to build the game. I wanted to make a game that gets harder over time and is fun to try again and improve your score.

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