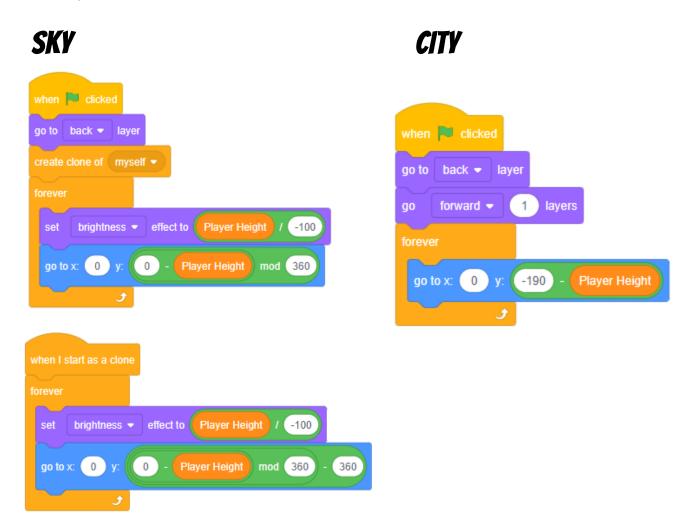


## CAT CLIMBER

Learn to code Cat Climber, a fun endless platformer where your feline protagonist bounces off of bats in an attempt to get higher and higher in the sky! You can find the starter file for this project <u>here</u>.



## CAT

```
when 📜 clicked
                                          set Velocity ▼ to 12
go to x: 0 y: 0
                                          switch costume to Cat Flying-b •
switch costume to default cat ▼
set Velocity ▼ to 10
                                          point in direction 90
set Player Height ▼ to 100
                                          start sound Boing •
                                          wait 2 seconds
set Height Climbed ▼ to 0
                                          switch costume to default costume -
turn C Velocity * 2.5 degrees
 change Velocity ▼ by -0.22
 if Player Height < -175 then
                                           set Velocity ▼ to (-19)
   change y by Velocity
                                           point in direction 90
                                           start sound Boing ▼
  change x by (-8)
     key d ▼ pressed? or key right arrow ▼ pressed? then
  change x by 8
     Player Height > Height Climbed then
        y position < -140 then
  start sound Bonk •
   switch costume to ouch •
```

## BAT

```
when 📁 clicked
                                                 define Check For Bat Collision
    Bat Is Upside Down ▼ to 0
                                                    touching cat ▼ ? then
set Bat Is Clone ▼ to 0
                                                      Bat Is Upside Down = 1 then
go to x: 0 y: 0
set Bat Height ▼ to -120
                                                  point in direction 90
                                                  switch costume to bat-c -
                                                  wait 0.3 seconds
                                                  switch costume to bat-d ▼
      Bat Is Clone = 0 then
                                                   turn (* 15) degrees
   set Bat Height ▼ to Player Height + 240
                                                   change Bat Height ▼ by -4
                                                    if y position < (-179)
                                                                             or y position > 179
          pick random 1 to 2 = 2
     set Bat Is Upside Down ▼ to 1
     change Bat Height ▼ by -30
   set Bat Is Upside Down ▼ to 0
```

## BAT (CONT)

```
switch costume to bat-a ▼
                                                                    wait 0.15 seconds
set Bat Is Clone ▼ to 1
                                                                                               = 1 then
go to x: pick random -150 to 150 y: Bat Height - Player Height
                                                                     switch costume to bat-b 🕶
      pick random 1 to 2 = 2 then
                                                                          costume number ▼
                                                                                                = 2 then
     Bat Movement Direction ▼ to 90
                                                                       switch costume to bat-a •
      Bat Movement Direction ▼ to 270
point in direction Bat Movement Direction
 move 3 steps
                                                    set y to Bat Height - Player Height
 if on edge, bounce
                                                             y position < -179 or y position > 179
 set Bat Movement Direction ▼ to direction
     Bat Is Upside Down = 1 then
   point in direction -90
   set brightness ▼ effect to -60
   point in direction 90
                                                    wait 20 seconds
```