

Feline Fighters!



Cat1

```
when clicked
  set Cat1Health to 10
  forever
    if key w pressed? then
      change y by 10
    if key s pressed? then
      change y by -10
  
```

```
when clicked
  wait until key d pressed?
  create clone of Apple1
  wait until not key d pressed?
  
```

```
when I receive Cat1Hit
  change Cat1Health by -1
  change color effect by 25
  wait 0.25 secs
  clear graphic effects
  
```

x: -130
y: -2

Apple1



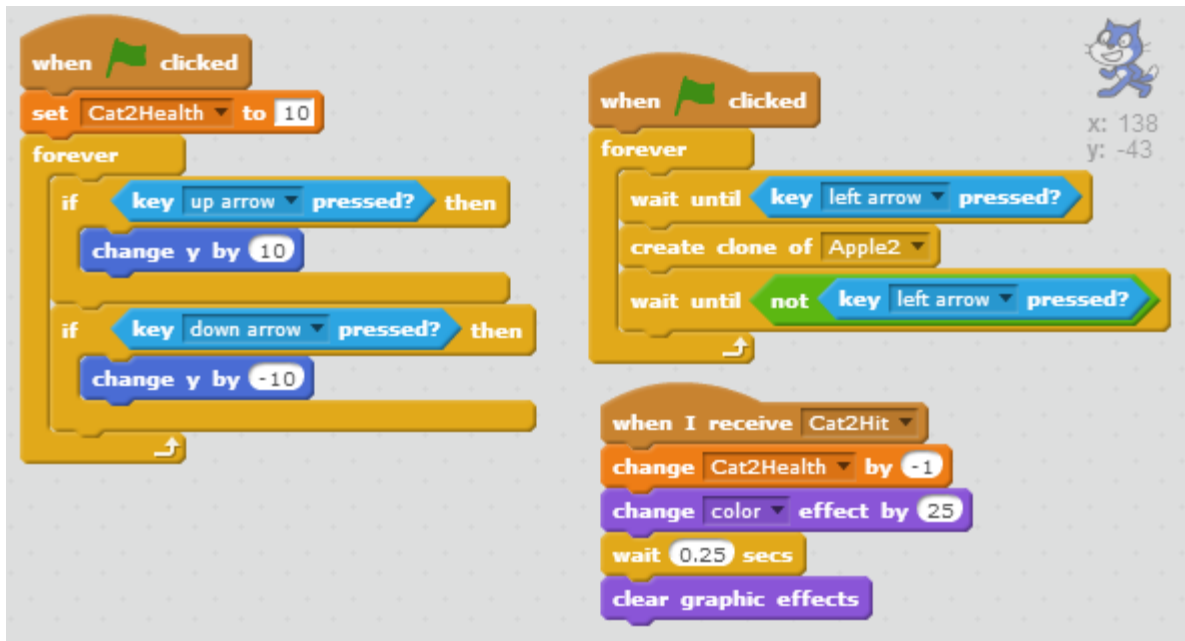
The image shows a Scratch script for an Apple1 clone. The script is as follows:

```
when I start as a clone
  go to Cat1
  show
  repeat until touching edge ?
    change x by 10
    if touching Cat2 ? then
      broadcast Cat2Hit
      delete this clone
  delete this clone
```

Additionally, there is a "when clicked" event block with a "hide" block attached to it.

The Apple1 clone is currently visible on the stage at coordinates x: 138 and y: 7.

Cat2




The image shows the Scratch code for a character named Cat2. It consists of two main event-driven scripts. The first script, triggered by a 'when green flag clicked' event, sets 'Cat2Health' to 10 and enters a 'forever' loop. Inside this loop, there are two 'if' blocks: one for the 'up arrow' key pressed (changing 'y' by 10) and one for the 'down arrow' key pressed (changing 'y' by -10). The second script, triggered by 'when I receive Cat2Hit', changes 'Cat2Health' by -1, changes the 'color effect' by 25, waits for 0.25 seconds, and then clears graphic effects. A small cat icon in the top right corner has coordinates x: 138 and y: -43.

```
when green flag clicked
  set Cat2Health to 10
  forever
    if key up arrow pressed? then
      change y by 10
    if key down arrow pressed? then
      change y by -10

when I receive Cat2Hit
  change Cat2Health by -1
  change color effect by 25
  wait 0.25 secs
  clear graphic effects
```

Apple2



The image shows the Scratch code for a character named Apple2. It features two event-driven scripts. The first script, triggered by 'when I start as a clone', goes to the 'Cat2' layer, shows the clone, and enters a 'repeat until' loop. The loop condition is 'touching edge?'. Inside the loop, it changes 'x' by -10. An 'if' block checks 'touching Cat1?'. If true, it broadcasts 'Cat1Hit', deletes this clone, and then the loop ends. After the loop, it deletes this clone. The second script, triggered by 'when green flag clicked', hides the clone. A small apple icon in the top right corner has coordinates x: -237 and y: 7.

```
when I start as a clone
  go to Cat2
  show
  repeat until touching edge?
    change x by -10
    if touching Cat1? then
      broadcast Cat1Hit
      delete this clone
  delete this clone

when green flag clicked
  hide
```