

Scratch Assignment

Proximity Detection

Requirements

- ◆ Sprite that moves (player)
- ◆ Another sprite (bad guy)
- ◆ When the player gets too close to the bad guy, bad guy chases
- ◆ When the player gets away, bad guy stops
- ◆ Player must be faster than bad guy

Features

- ◆ Bad guy follows a path when not chasing
- ◆ Consequences of being caught by bad guy
- ◆ Limited invincibility after hit
- ◆ Knocked backwards by hit
- ◆ Playable game with winning and losing

PseudoCode

```
always keep checking
  if the player is close enough
    point toward player
    move
    wait (optional)
  if you touch the player
    damage/reduce points
```