

3 a.**3.a.i.**

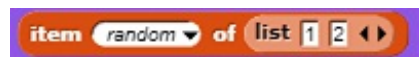
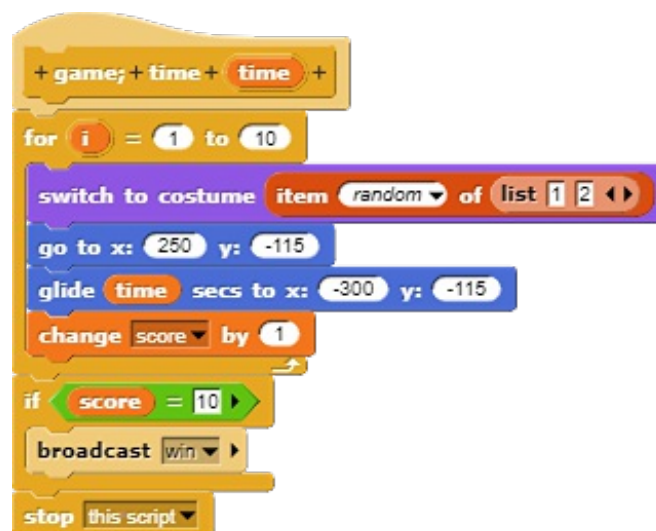
The purpose of the program is to be able to train and increase hand to eye coordination by seeing how accurate and good the players timing is when faced with a challenge. The program also aims to entertain as well due to it being a fun game with a variety of difficulties and settings, it allows for plenty of fun and chances to improve your skill. The game is aimed at those with ADHD because of its quick pace and timing allows for a good measure of their skills will still being fun.

3.a.ii.

In the video the program is demonstrated as a 2d styled game that is used to train and increase hand eye coordination by learning when is a right time to jump when an obstacle is head towards the player. This is done when every time you press the spacebar you glide up wards at a set speed. As demonstrated in the video if the player is unsuccessful the players character will die, and the game will end. When in contact with the obstacles the player receives the variable death which will switch the costume to the explosion and stop all.

3.a.iii.

The video starts with an introduction of the game at 0:00:1, followed by the choice of difficulty being easy, hard, and impossible. Based on what input the player makes the program will then take the player to the level changing its setting and speed of the overall obstacles. When the player comes in contact with an obstacle the player dies and explodes which can be seen at 0:00:11, ending the game. When the player reaches the score 10, then the cow comes to the player and displays a congratulations text that acknowledges the win shown at 0:00:47.

3 b.**3.b.i.****3.b.ii.****3.b.iii.**

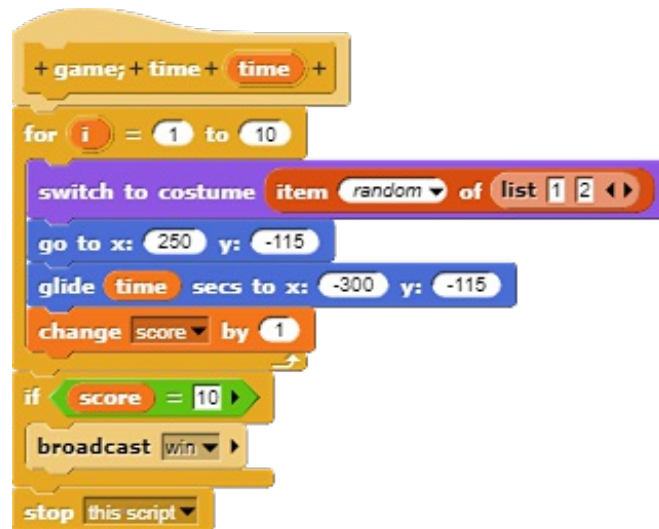
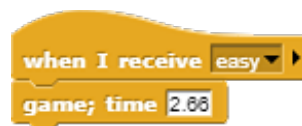
The name of the list used on the of the list being used is the switch to costumes, it allows for the randomized switch of the two costumes to the sprite.

3.b.iv.

The data in my list is named "1" and "2" for simplification but they work as the two costumes for the obstacle that switches randomly. The first costume being the cactus and the second being the vulture.

3.b.v.

The list simplifies the process it takes to change the costume of the oncoming obstacles, it is possible to not use the list by making two costume changes and having them repeat, but then it will lose the random selection of the costumes. Another way of allowing for the change with costumes would have a Boolean expression so when the player gets over the obstacle and gain another point to their score the costume will switch. This then allows for the use of the program with complexity without the need for a list, being that is a short list of only two domains.

3 c.**3.c.i.****3.c.ii.****3.c.iii.**

The procedure created was used to accurately control the speed of the game as well as other aspects of the game. Such as the random costume switch of the oncoming obstacles such as the cactus and the vulture. While doing all of that it also controls when the game stops, if the score reaches ten then the game stops and the cowboy wins, and the cow will glide to the cowboy. The score increase based on the obstacles you jump over; you have to be able to jump over ten of them to win.

3.c.iv.

Step 1, the procedure controls the obstacles used in the game; they are differed from one to ten. Step 2, switch costume randomly through the use of the list. In the list is the two costumes, the vulture and the cactus. Step 3, the obstacles are then set to go to x:250 y: -115, then glide to x: -300 y: -155 at the speed of the set time in the parameter. Step 4, for each obstacle the cowboy gets over it adds a point to the score. Step 5, when the score is equal to ten then the program will broadcast win and will say "Congratulations you caught the cow", then game will come to a stop.

3 d.**3.d.i.**

First call:

The first call to procedure I have identified in part 3c of the written response is the when I receive easy at 2.66.

Second call:

The second call to procedure I have identified in part 3c of the written response is the when I receive hard at 2.33.

3 d.ii.

Condition(s) tested by first call:

The first call to procedure is if the score received is equal to ten then it will broadcast win congratulating the player's victory.

Condition(s) tested by second call:

The second call to procedure are the same as the first but just used in a different mode a different speed. If the score is equal to ten, then the procedure will broadcast win and the player will be congratulated.

3.d.iii.

Results of the first call:

The result to the first call to procedure the procedure is if the score is equal to ten then the procedure will broadcast win, which is a congratulations pop up that shows proof of the win.

Results of the second call:

The result of the second call to procedure is the same as the first call to procedure, if the score is equal to ten then procedure broadcast win.