

# Your first game

## Practical case: Let's create our first game!

With all this we can create a simple game.

- At the beginning of the game, just the cat appears on a Stage of your choice, asks your name, greets you and invites you to play.
- Next the dog appears.
- We will move the cat with the arrows of the keyboard. As the cat moves, it changes of costume simulating it walks.
- When the cat touches the dog, the dog moves to a random place and barks and the program ends.
- Add any other feature of Scratch you feel interesting.

Save it with the name **1stgame\_pcXX.sb3**

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