I) Catch the clown game:

Catch the Clown is a little action game. In this game a clown moves around in a playing field. The goal of the player is to catch the clown by clicking with the mouse on him. If the player progresses through the game the clown starts moving faster and it becomes more difficult to catch him. For each catch the score is raised and the goal is to get the highest

The first step to begin a game:

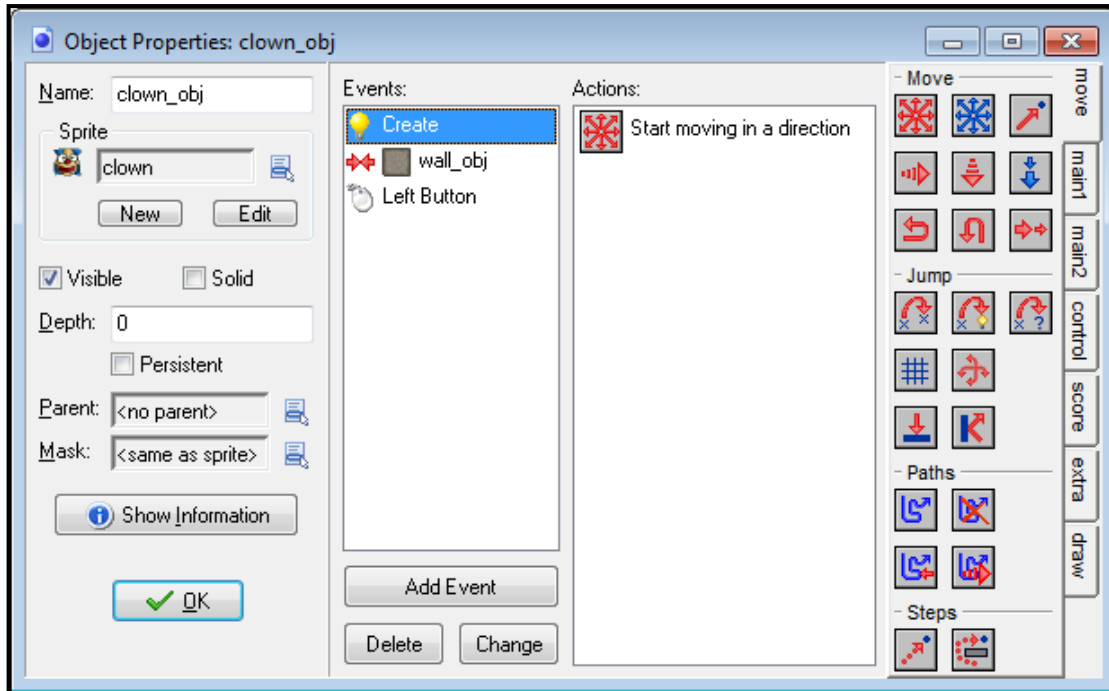**1- Define the sprites:** We will define the following sprites:

2- Create objects of the defined sprites:

3- Create a Background for our game:

4- Create a room:

1- Clown _ obj's Events & actions:

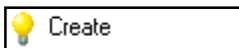| Events	Actions	Figures for the action properties
Create	Start moving in a direction	Figure 1.1
wall_obj	Bounce against solid objects	
Left Button	Set the score relative to 10 Jump to a random position Start moving in a direction	Figure 1.2 Figure 1.3

Create

Figure 1.1: First step: the clown moves in all directions inside the room. We set the all direction with the speed 3 pixels at a second. Check the relative option to allow this speed to be increased when the clown is catch by the mouse click.
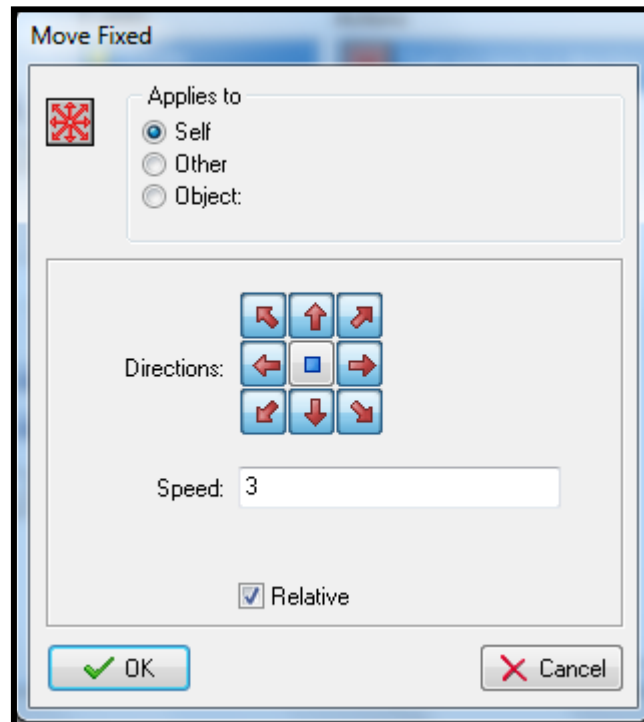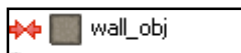
Figure 1.1

 when the character collides with the wall, let it bounce from that wall and keep moving.
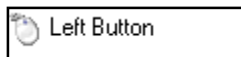

Figure 1.2: shows the scores are increased by 10 with each click on the clown. Make it relative to allow for more increasing of scores.
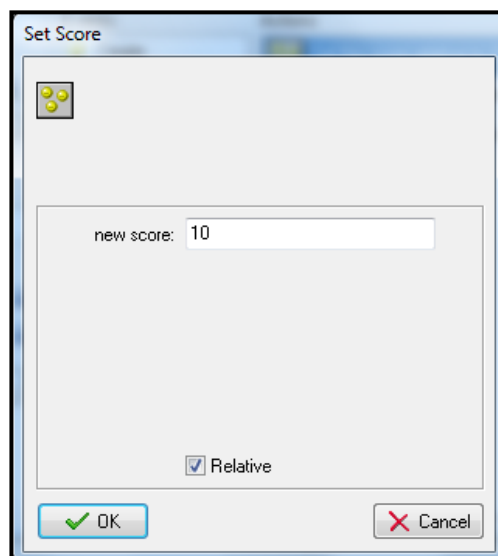

Figure 1.2

Figure 1.3: After clicking on the clown and increase the scores. The clown should jump to r random position using: jump to random position. Then, let the clown speed increases by 0.5 pixel with each click:
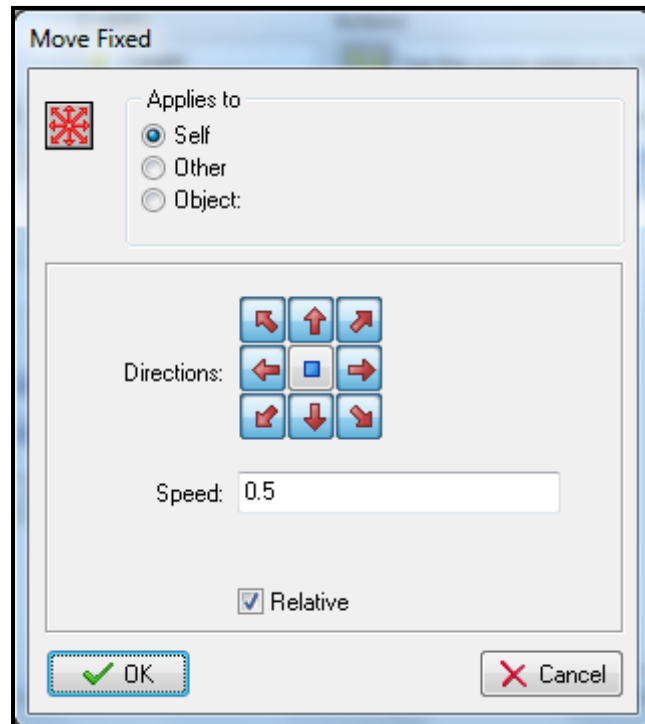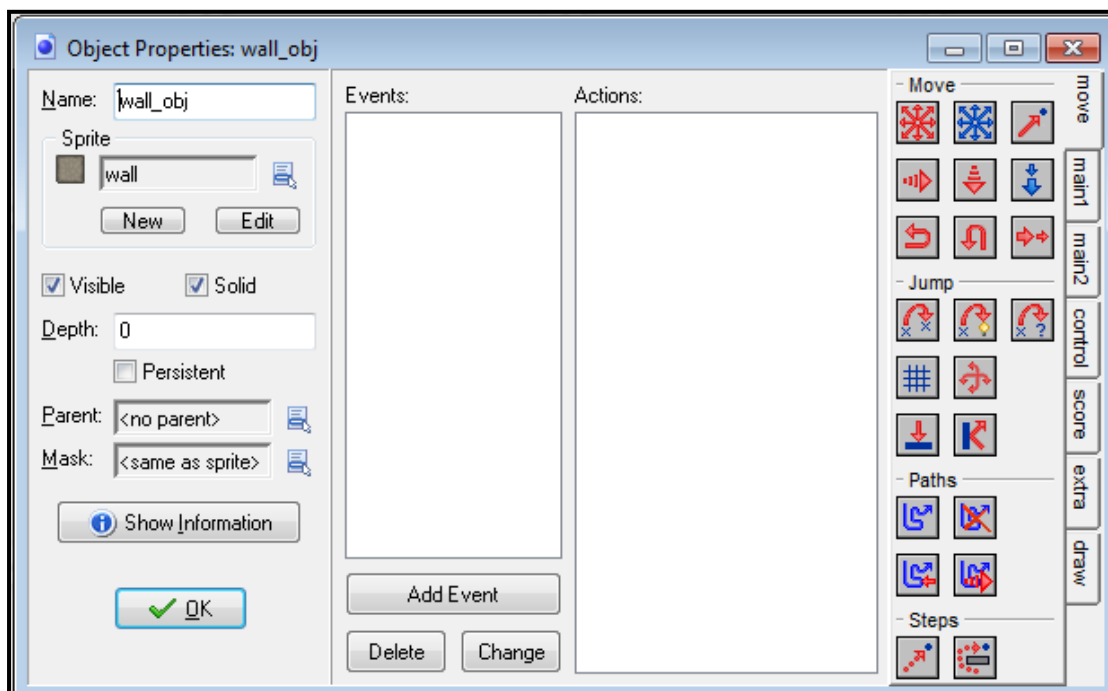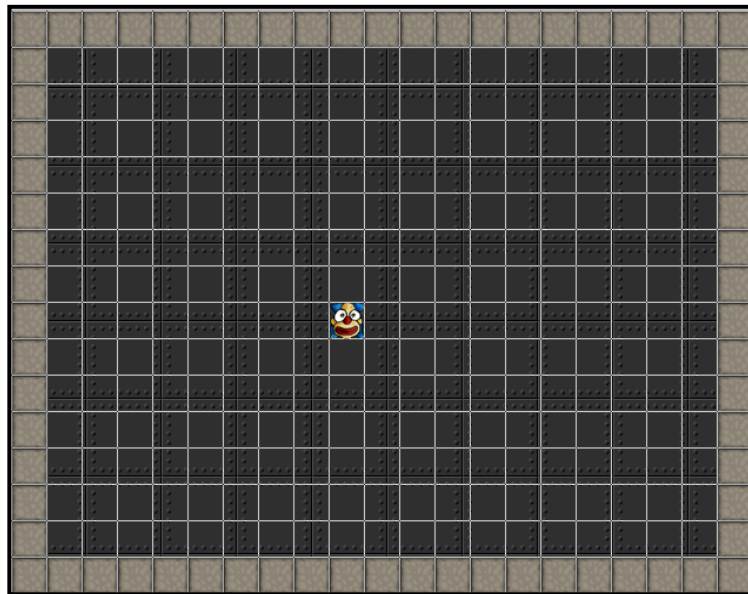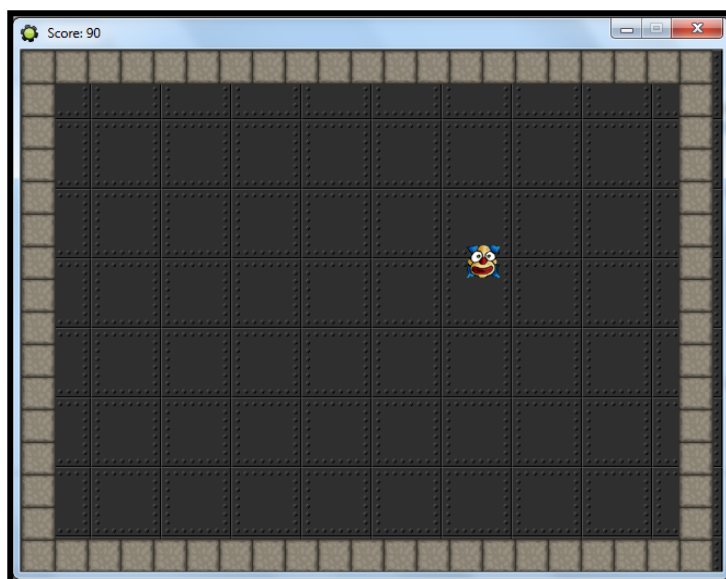

Figure 1.3

2- wall _ obj: has neither events nor actions:

Prepare the room:

The final game:

Congrats, We have Finished Platform game ☺☺

Enjoy it .