Name(s): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Use this activity document to guide your work in *Chase and Gather Tutorial*: <http://aka.ms/ChaseTutorial>.

Answer the questions below during or after you finish the tutorial.

1. Consider the code below. It should look similar to the code you wrote when you followed the tutorial.
2. Put a circle around all the objects.
3. Put a rectangle around all the functions.
4. Put a triangle around all the parameters.
5. Underline all the variables.

**var** game board := ♻ game → start with fixed size(800, 400)

game board → set background picture(✿ clouds background)

**var** hero := game board → create picture(✿ robot)

♻ game → start countdown timer(30)

♻ game → bounce on sides

hero → set width(60)

▷ set direction on tap(game board, hero)

**var** target1 := game board → create picture(✿ candy bar)

target1 → set width(60)

**var** target2 := game board → create picture(✿ cake)

target2 → set width(60)

**var** obstacle1 := game board → create picture(✿ tomato)

obstacle1 → set width(60)

**var** x := math → random range(0, 800)

**var** y := math → random range(0, 400)

target1 → set pos(x, y)

x := math → random range(0, 800)

y := math → random range(0, 400)

target2 → set pos(x, y)

x := math → random range(0, 800)

y := math → random range(0, 400)

obstacle1 → set pos(x, y)

▷ launch(target1)

▷ launch(target2)

▷ launch(obstacle1)

▷ check collisions(game board, hero, target1, target2, obstacle1)