Title: Fantasy Park

Description:
Inspired by one of the teachers in the 2017 Alice workshop, I wanted to show how students can play with programming. Therefore, I went through the props and added everything I liked. The main character is a ghost, and users control its movement with the arrow keys.

Animation highlights:
- When the ghost gets close to the gopher hole, it will be absorbed into the hole and pop up in a random spot
- When the pyjamas are clicked, the user will be asked whether to wear it
- When the ghost gets close to the doll house, it will shrink to half its size; clicking on the hot bath tub will send the ghost to the bath tub and then expand to its original size
- The coconut will fall into the fishing net when clicked upon
- Clicking on the bell on the top of the screen will “conjure” the ghost back to the screen
- The user is welcome to add more features!

CS concepts and relevant topics:
- Collision detection
- Selecting a random item from a list
- Interaction with user