Troy developed an engaging game called COVID-19 survival by using complex and nested statements to create a robust digital solution. The immersive user experience was gamified, fast-paced and educated the user about appropriate measures to undertake to stay healthy against a pandemic threat. Troy's creative solution demonstrated an effective use of a range of digital assets. The evaluation video demonstrated the use of the game and showed an understanding of the code in Scratch. The judges encouraged Troy to continue to develop creative apps in the future.