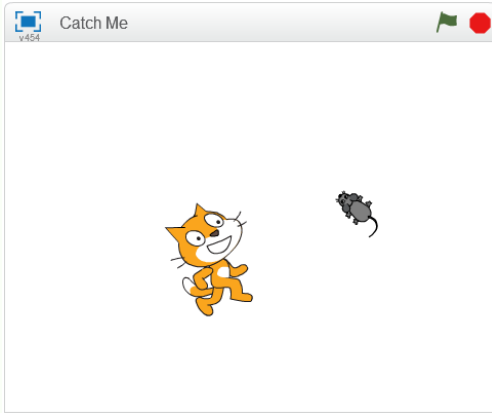




## #2 Catch Me

LEVEL: ★

Catch me if you can!



Rules of playing:

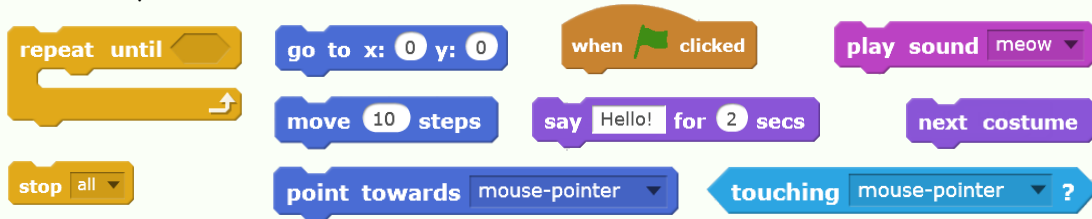
1. Click to start and to stop;
2. Move your mouse pointer to let the little mouse keep away from the cat;
3. How long can the little mouse escape from the cat?

Have fun!

Try this project online:

<https://scratch.mit.edu/projects/152971025/>

The blocks you will need:

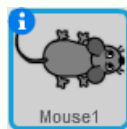


# 1

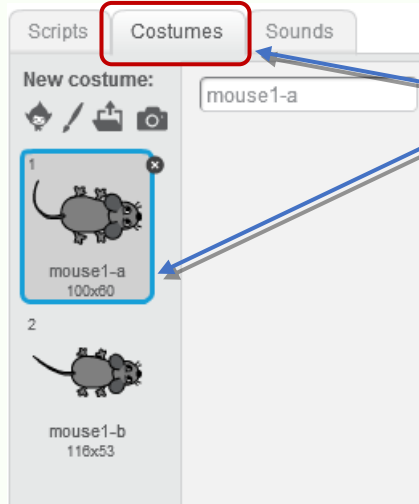
When we start, the cat is already on the stage. We now need to create another *Sprite*, the mouse.



Click here to choose a sprite called mouse1.

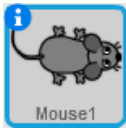


A sprite is the actor / character in your game. It will do whatever you teach it by *Coding!*

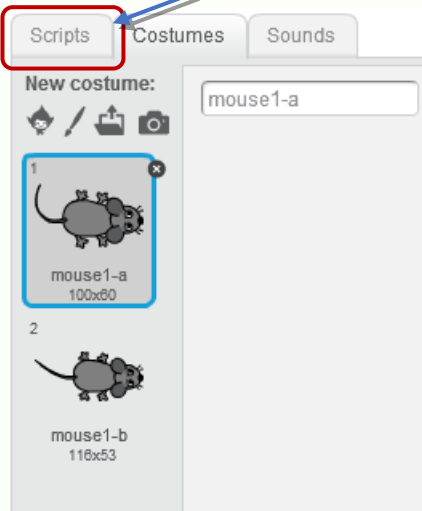


Click Costumes tab you can see mouse1 has 2 pictures which are called *costumes*. Changing costumes will make the mouse look as if it's running.

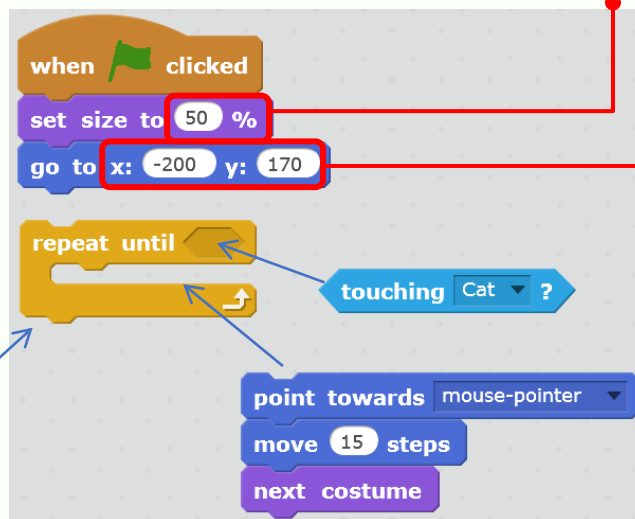
2



Now we will teach the mouse how to move. Click the *Scripts* tab to show the block panel.



And create the following blocks:



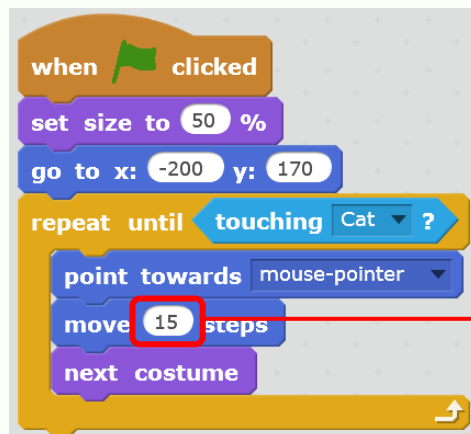
50% is half size. We want the mouse to be smaller to make the game more fun.

Before start, we want the mouse to be at the top left corner of the stage.

Let mouse1 always follow the mouse cursor, and change its costume when moving.

When mouse1 touches cat, the game is over.

This is how it looks like for all the blocks for mouse1.



Using a smaller number will make the mouse run slower, and a bigger number to make it faster.

3



Now let's teach cat how to catch the mouse.

```

when clicked
  go to x: 200 y: -170
  say Ready, Stead, Go! for 2 secs
  repeat until touching Mouse1
    point towards Mouse1
    move 10 steps
    next costume
  say Got you! for 2 secs
  stop all
    
```

We want the cat to start from the right bottom corner of the stage.

The cat moves a little slower (10 steps every time) than the mouse (15 steps every time).

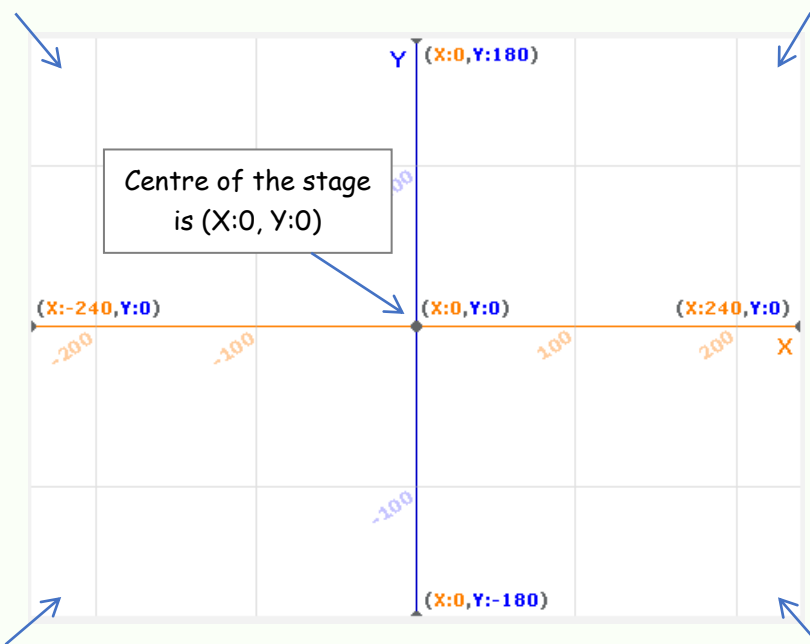
Now enjoy the play!



Understand *positions* on the stage. Using 2 numbers, X and Y, you can decide the exact position where you want a sprite to be.

Top left (X:-240, Y:180)

Top right (X:240, Y:180)



Bottom left (X:-240, Y:-180)

Bottom right (X:240, Y:-180)

Well done! I hope you enjoy this game!

