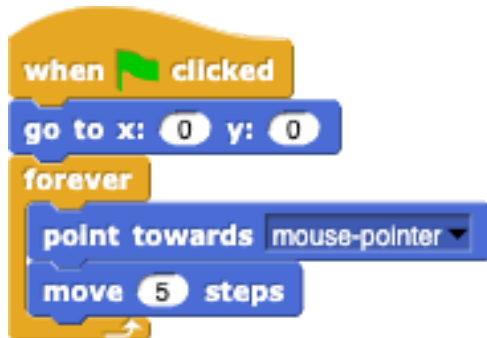# Follow The Mouse!

We're going to make a simple program where a sprite follows the mouse in Snap*!*. First grab the "when green flag clicked" block to start the script. Grab a "go to x:() y:()" and put 0 in the y and x. Grab a forever loop and put the "point towards []" (change the drop down to mouse pointer) with a "move (5) steps" block.

Now test run your project! Make your mouse move and the sprite will follow your mouse. Wait… See when your mouse stops the sprite clips really fast? To reduce this I use this in my forever loop.

Now it should look better.

Having Troubles? Run this example project.