

N220 Mouse Chase

- Create an app with a circle on the screen
- The circle move towards the mouse at 3 pixels per frame
- When the circle gets less than or equal to 7 pixels of the mouse, it turns red.
- Calculate which direction the mouse is compared to the circle, then move in that direction.
- Check if the mouse is up, down, left, or right and move in that direction.

Flowchart

