WoofJS Scavenger Hunt!  
Events = When we code an event we are telling the program to remember instructions it should execute if a certain condition is met

Write the function you would use in the following scenarios. It may help you to underline the event in each scenario to help you.

1. What event would I use if I wanted a sprite to disappear when my mouse pointer touches it?
2. What event would I use if I wanted to know when one sprite touched another. For example, when in the game snake, the snake eats a piece of food.

1. What event would I use if I wanted a sprite to follow the mouse cursor?   
     
   1. Bonus: What if I want the sprite to change direction based on the mouse cursor position?
2. What events do I use if I wanted a sprite to show up in a RANDOM location every time I clicked on it?  
   1.   
   2.
3. If I wanted to add a time limit to my game, what event would I use? (Hint: Think: I want the game to end after a given amount of time)
4. If I wanted to prompt/ask the user of my game for an answer, such as their name for a high score, what event do I use?