Level 4   Scratch Card - Eyes

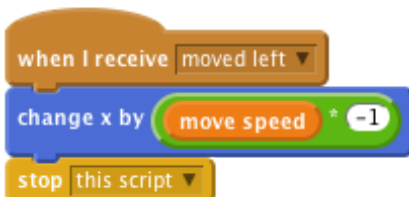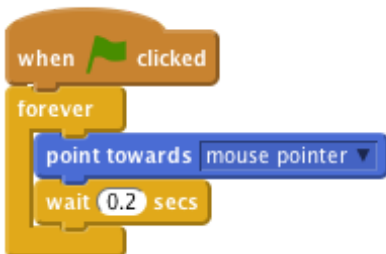{codeclub world.org}

You can give your monster eyes that follow your mouse pointer all over the screen. Your monster can have as many eyes as you like, even eight like a spider! Because we always want our monster eyes to follow our mouse pointer we need to use the `forever` block. Once **green flag** scripts have started we `forever` want our eyes to point in the direction of the mouse and re-adjust every fraction of a second.

```
when [green flag] clicked
forever
    point towards [mouse pointer ▼]
    wait (0.2) secs
```

```
when I receive [moved right ▼]
change x by (move speed)
stop [this script ▼]
```

```
when I receive [moved left ▼]
change x by (move speed * -1)
stop [this script ▼]
```

Notice we also use broadcast to move our eyes along with our body and other parts. What else can you make the eyes do? If you move your mouse cursor between your monster's eyes, it will go cross eyed!