Dragon Kite

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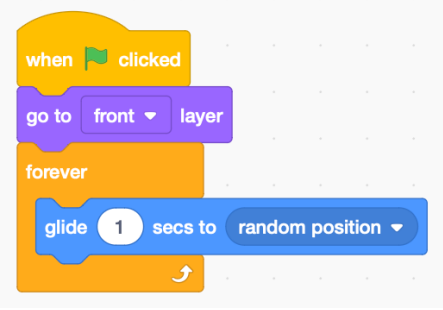
Dragon kites are traditional Chinese kites with long tails.

1) Download the dragon images from:
   http://codeclub67.github.io/images/dragon.gif
2) Create a new sprite for the dragon by uploading the dragon images.
3) Select the dragon's head costume.

The kite blows randomly in the wind

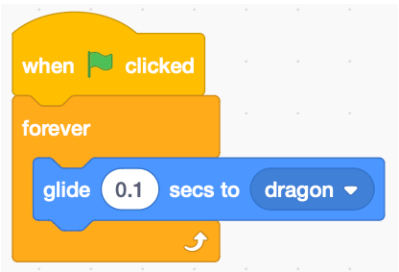
4) When the code starts, the head should appear on the **front layer**. In a **forever** loop, it's blown to a **random position**.



5) Duplicate the dragon's head.
6) In the new sprite, select the tail costume.

Tail sections are strung together.

7) Make the tail **glide** quickly (0.1 secs) towards the sprite in front.
The first tail follows the head.



8) Duplicate the tail a few times (7 times looks good). Make each one **glide** to the tail segment ahead of it.

9) The **last** tail is sent to the **back layer**.

To send each tail sprite to its own layer, send it to the back and move it forward as many layers as needed.

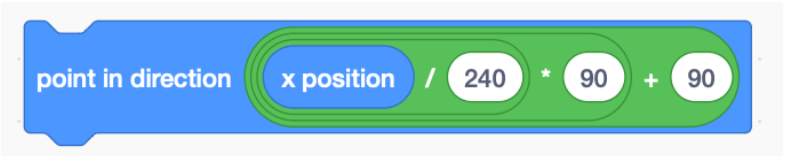
10) The last-but-one tail is sent to the **back**, and then **forward** 1 **layer**.
The next one is sent **forward** 2, and so on…

The kite twists and turns in the wind

Rotate each tail as it moves across the screen from 0 degrees at the left, up to 180 degrees at the right.

- *The x position of the screen edges are -240 and 240.*
- *Divide x by 240 to get a number from -1 to 1.*
- *Times by 90 to get an angle from -90 to 90 degrees.*
- *Add 90 degrees to offset it from 0 to 180 degrees.*

11) Add this code inside the loop of each tail sprite:
point in direction ((x position / 240) * 90) + 90



Try making the head of the kite follow the mouse pointer.
Save** your code with a good name. **File > Save now