SCRATCH Googly eyes

Register/login at https://scratch.mit.edu
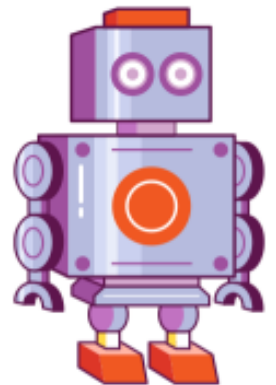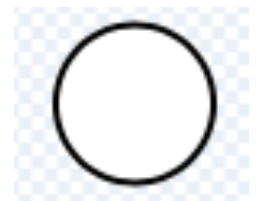Remember to write down your password.

*This project changes the **angle** of the sprite.
Make a pair of eyes that follow the mouse.*

1) Choose a sprite that has nice large eyes that we can replace. I've chosen the robot.

2) Create a new sprite for the first eye, using **paint** to draw it.

3) Draw a white circle with a black outline. Set the **fill** colour to saturation 0, and Brightness 100 to make white. Set the outline colour to saturation 100 and brightness 0 to make black.
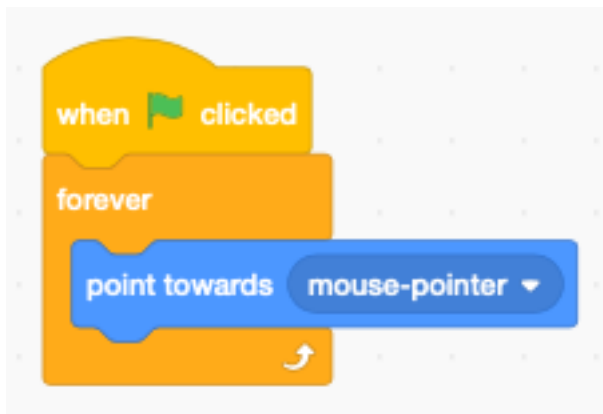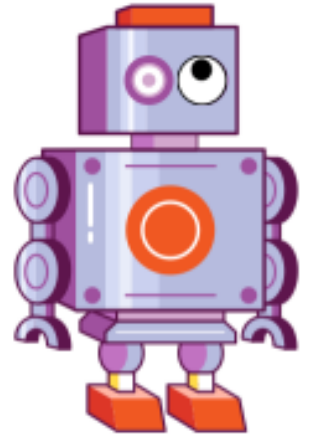
4) Position this white circle so that it's at the centre of the sprite (use the select tool to move it).

5) Draw a smaller circle inside for the pupil. Change the fill colour to black. Move it so that it's looking to the right.

6) Change the size of the eye so that it matches the eye of the character you selected.

7) Place the new eye on top of one of the character's eyes.

8) Add code to to the eye to make it point towards the mouse pointer, inside a forever loop. You should see the eye follow the mouse.

9) Right-click on the eye sprite and **duplicate** it to make the other eye.

Save your code with a good name.
File > Save now