

# SCRATCH Cutie Cat

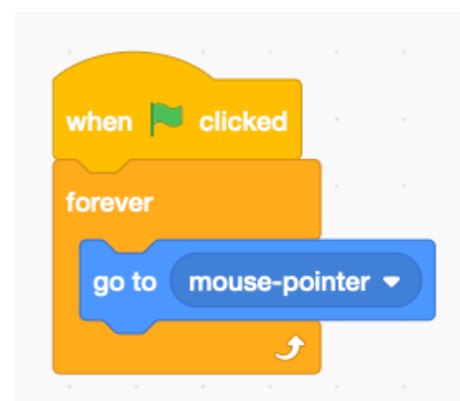
Register/login at <https://scratch.mit.edu>

Use the colour **touching** colour sensor.



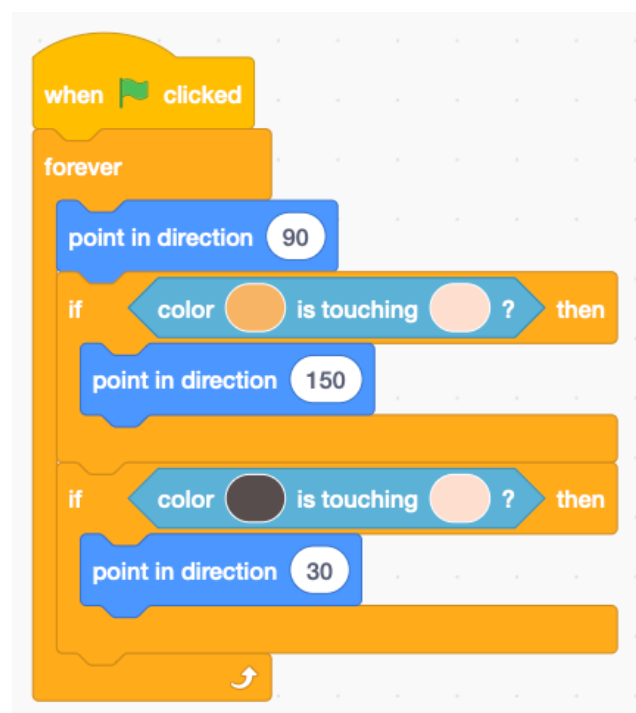
- 1) **Create** a new Project and give it a cute name.
- 2) Download images from:  
<http://codeclub67.github.io/images/cat-body.gif>  
<http://codeclub67.github.io/images/cat-face.gif>  
<http://codeclub67.github.io/images/hand.gif>
- 3) **Upload** a new sprite for each of the images above.
- 4) Arrange the cat body and face to make a complete cat.  
*When we tickle the cat's ears, it will tilt its head.*
- 5) Change the size of the hand so it isn't so huge (20%).
- 6) First add code to the **hand** that loops **forever** and **moves** it to the mouse pointer.

Click on the **green** flag to try it.



*Now detect when the cat's fur, different on the left and right, touches the pink hand.*

- 7) Add a **forever** loop to the cat's head that starts when the **green** flag is pressed.
- 8) When the head is at 90° (degrees) it's upright. Make the head **point 90°** in case it's not touching anything.
- 9) Add an **if** block to sense when the orange fur (right) is touching the pink hand.
- 10) Click on the first colour in the **touching** sensor and use the "**eye dropper**" to pick the orange fur colour (it must be a colour on this sprite).
- 11) Click on the second colour and pick the pink hand using the **eye dropper** again.
- 12) **If** the orange fur touches the pink hand then **point** the head to the right, about 150° (degrees).
- 13) Add another block to sense **if** the grey fur on the other side is **touching** the pink hand. use the **eye dropper** again.
- 14) This time, point the head the other way if they're touching, about 30° (degrees).



**Save** your code with a good name.