



Fill Yer Face



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

Eat as many doughnuts as you can – using your face.

- 1) Click on the **Add Extension** button at the bottom left of the screen.

- 2) Select the **Face Sensing** extension.

First the eyes.

- 3) Create a new sprite for the left eye.

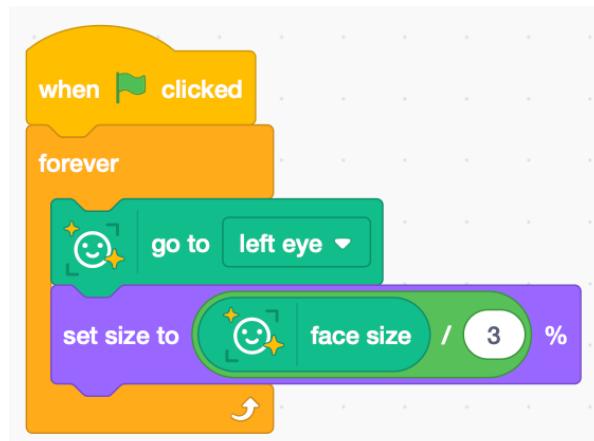
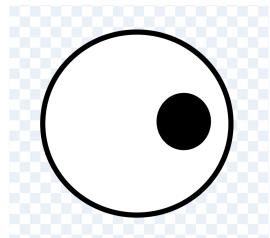
- 4) On the costumes tab, **paint** a new costume. Draw a white circle with a black outline.

- 5) Position this white circle so that it's at the centre of the sprite using the select arrow.

- 6) Draw a smaller circle inside for the pupil, filled with black. Make it look to the right.

- 7) Add the following code (right) to follow your left eye (you might need to adjust the size).

- 8) Duplicate the sprite for the right eye and change the code to follow your right eye.



Run it to see what happens.

Now add a hat...

- 9) Choose a sprite for your hat.
- 10) Add code (right) to make it follow the **top of your head**.
- 11) Adjust the hat **size** based on your **face size**.
- 12) Tilt your hat so that it **points** in the same direction as your face.



```
when green flag clicked
forever
  go to [top of head v]
  set size to [face size * 1.5 %]
  point in direction [face tilt]
```

A Scratch script attached to a hat sprite. It starts with a 'when green flag clicked' hat, followed by a 'forever' loop. Inside the loop, the hat goes to the 'top of head' position, sets its size to 1.5% of the face size, and points in the same direction as the face.

Try it to see what happens. Tilt your head sideways.

The game is to eat doughnuts.

- 13) Choose the doughnut sprite.
Search for “**donut**” – the American spelling.
- 14) Add code (below) that senses when the doughnut **touches your mouth**, makes a “**chomp**” sound, then moves it to a new **random** position.

```
when this sprite touches a mouth
  hide
  play sound [Chomp v] until done
  go to x: [pick random -200 to 200] y: [pick random -100 to 100]
  show
```

A Scratch script attached to a donut sprite. It runs when the donut touches a mouth. It first hides the donut, plays a "Chomp" sound until it's finished, then moves the donut to a random position between -200 and 200 on the x-axis and -100 and 100 on the y-axis, and finally shows the donut again.

Can you make the eyes point towards the doughnut?

Try adding a score that counts the doughnuts you eat.

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