

# SCRATCH Egg Hunt

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



*Find the egg hidden by one of the characters.*

- 1) Add a background for your egg hunt.
- 2) Create a new sprite for your first character.
- 3) Choose another costume for this sprite.

Choose an egg and decorate it.

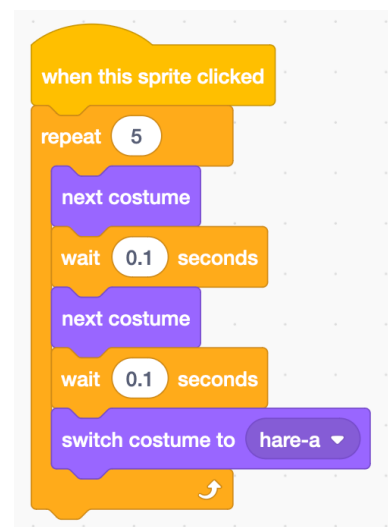


*Draw patterns around the egg and fill in between.*

*Use the rubber (eraser) to get the egg shape back.*

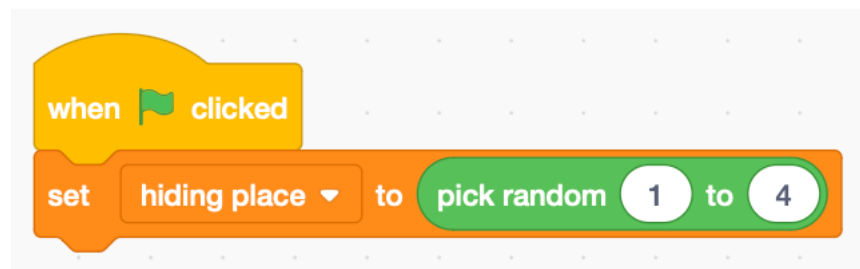


- 4) **When the sprite is clicked**, animate the character by **repeatedly** showing some **costumes** in sequence (not the egg).
- 5) Add some other characters and copy the egg costume to them by dragging it onto their sprites. Add similar animations when they are clicked.



*Add code to the stage that chooses the hiding place.*

6) Make a variable for the **hiding place** and add code that picks a **random** number between 1 and the number of sprites.



*Add code to each sprite that checks if it's the hiding place. Each character checks for a different number.*

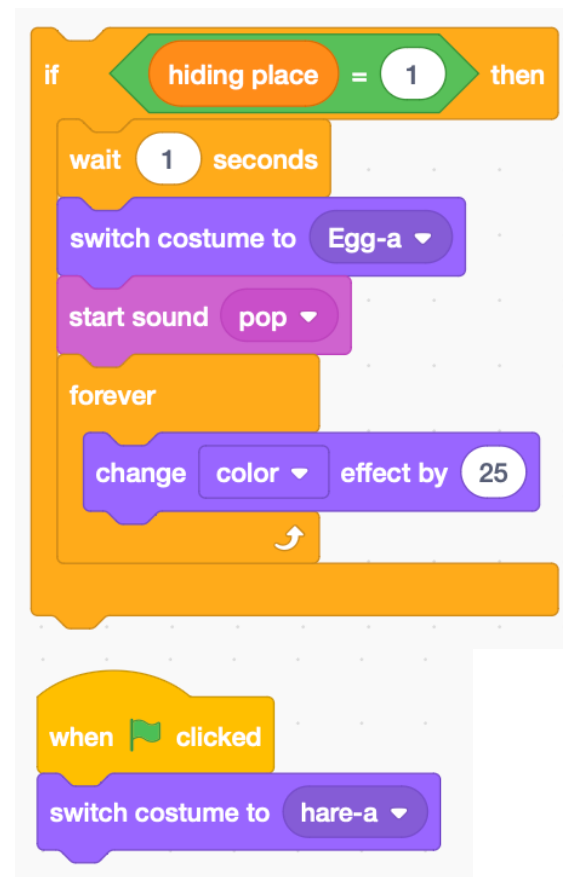
7) **If** the hiding place matches...

8) **Wait** a short time then **switch** to the egg costume with a **sound** effect.

9) Add a looping **colour effect** for fun.

*A new egg hunt is started by clicking on the green flag.*

10) Each sprite **switches** back to its first costume when it starts.



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