SCRATCH **Haunted House**

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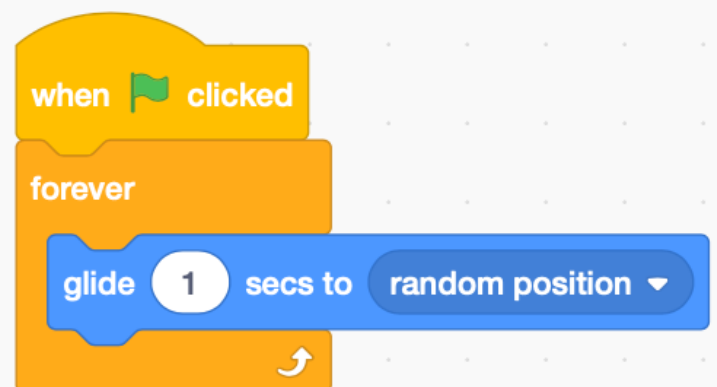Remember to write down your password.

*In this project we look at what happens when sprites **touch** each other.*

1) **Create** a new Project and give it a name.

2) In the **Sprite** section, **choose a sprite**. Look for the 'Fantasy' **Ghost** character. Keep Scratch the Cat for now.

3) Look for a **background** for your haunted house.

4) Add code to make the Ghost 'haunt' the house. Click on its **Code** tab. Add a **start** block and a **forever** loop. Inside the loop make the Ghost **glide** around randomly.

5) We can make the Ghost sense when it is **touching** the other sprite.

6) Add a block to decide what to do **if** they touch.

7) When they touch, **switch costume** (make it wave its arms?) and **say** "Booooh!".

8) The **else** part is what to do if they are **not** touching. **Switch** back to the first Ghost costume.

9) Put this inside a **forever** loop that starts when you click on the **flag**.

To help Scratch the cat run away from the ghost we need to make him move.

10) Add code to Scratch the cat that loops **forever**, and will **go to** the mouse position.

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