

# SCRATCH Ghosts

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

*Use the ghost effect.*

- 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 a haunted house or forest.
- 4) Add code to make the Ghost *ghostly*. Add a **start** block and **Set ghost effect** to 50 percent (%) makes it half invisible.
- 5) Add a **forever** loop. Inside the loop make the Ghost **glide** towards Scratch Cat.



6) We can make the Ghost sense when it's **touching** another sprite.

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

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

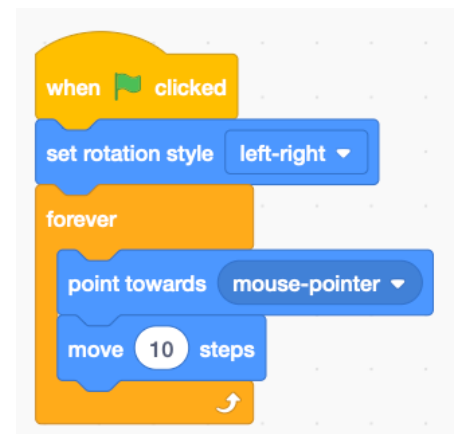
9) The **else** part is what to do if they are **not** touching. **Switch** back to the first Ghost costume.



*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 **move** towards the mouse pointer.

11) **Set rotation style** to make Scratch look left or right rather than rotating.



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

**File > Save now**