

SCRATCH 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.



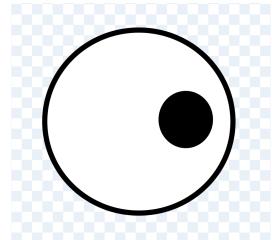
First the eyes.

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.

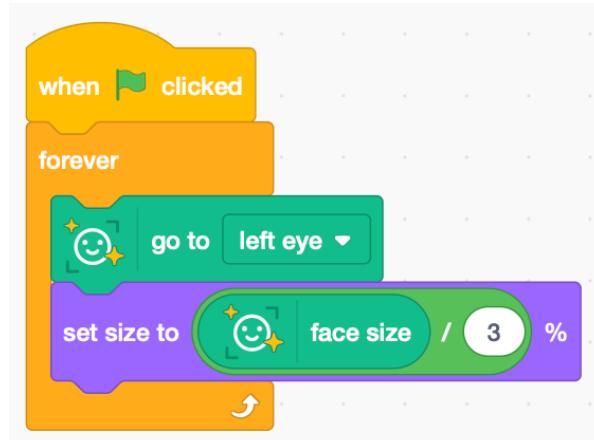
5) Using the select arrow, position the circle so it's at the centre of the sprite.

6) Draw a smaller circle inside for the pupil, filled with black, looking 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 hides the donut, plays a "Chomp" sound until it's done, moves the donut to a random position between -200 and 200 on the x-axis and -100 and 100 on the y-axis, and then 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**