SCRATCH **Fill Yer Face**

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

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

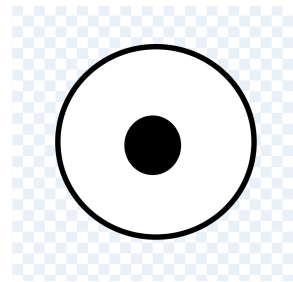1) Click on the **Add Extension** button at the bottom left of the screen.
2) Select the **Face Sensing** extension.

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.
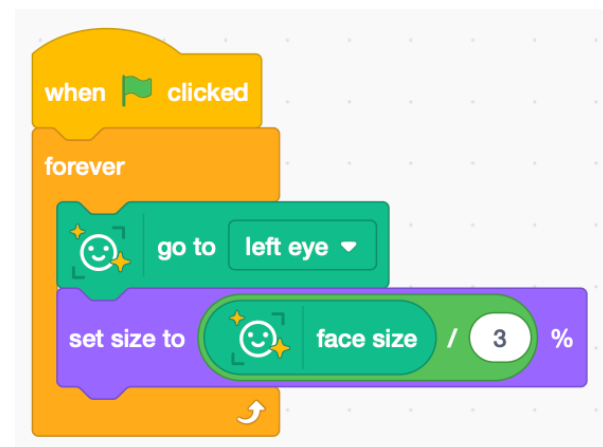5) Position this white circle so that it's at the centre of the sprite (use the select tool).
6) Draw a smaller circle inside for the pupil. Change the fill colour to black.
7) Add the following code (right) to follow your left eye (you might need to adjust the size).
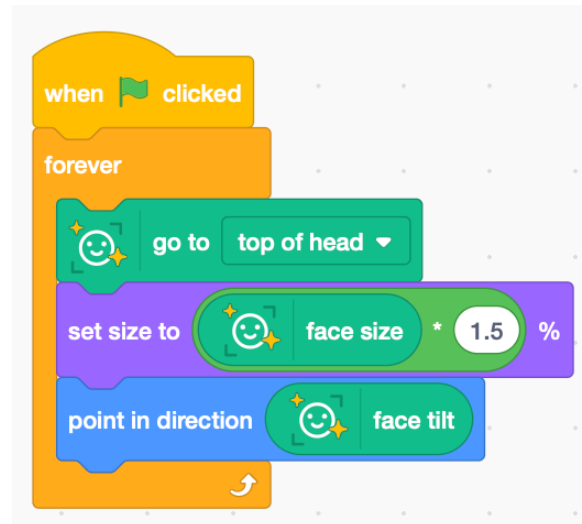8) Duplicate the sprite for the right eye and change the code to follow the right eye.
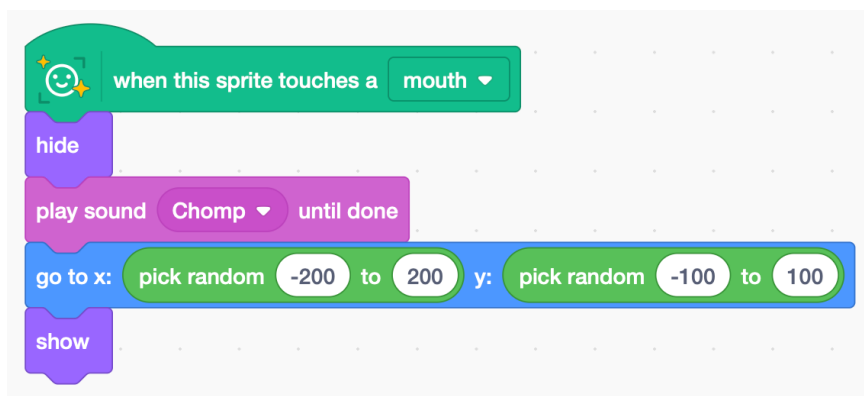
Run it to see what happens.

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**. Change the number as needed.

12) Tilt your hat so that it **points** in the same direction as your 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.

Try adding a score that counts the doughnuts you eat.

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