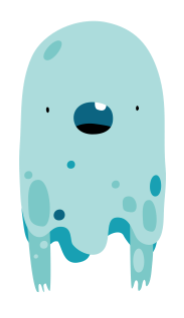
# Scratch logo and symbol, meaning, history, PNG

**Ghosts**

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



*Use the ghost effect.*

1. **Create** anew 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. **A screenshot of a computer screen

   AI-generated content may be incorrect.**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.

Graphical user interface, text, application, chat or text message

Description automatically generated

1. Chart

   Description automatically generatedWe can make the Ghost sense when it’s **touching** another sprite.
2. Add a block to decide what to do **if** they touch.
3. ***Graphical user interface, application

   Description automatically generated***When they touch, **switch costume** (make it wave its arms?) and **say** “Booooh!”.
4. The **else** part is what to do if they are **not** touching. **Switch** back to the first Ghost costume.

A screenshot of a computer

AI-generated content may be incorrect.*To help Scratch the cat run away from the ghost we need to make him move.*

1. Add code to Scratch the cat that loops **forever** and will **move** towards the mouse pointer.
2. **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***