
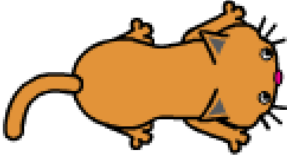






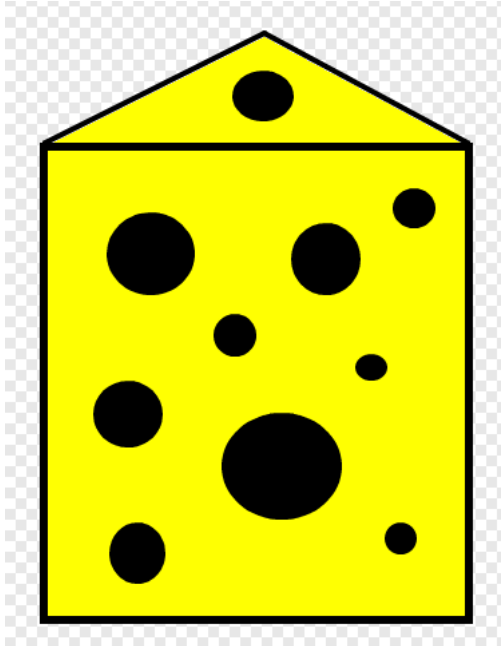





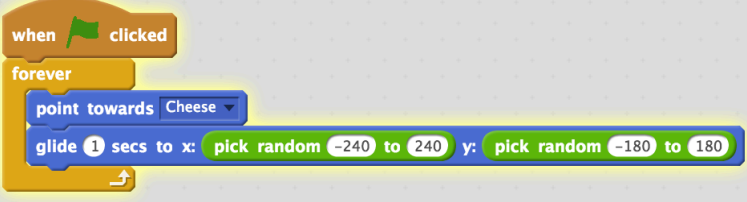
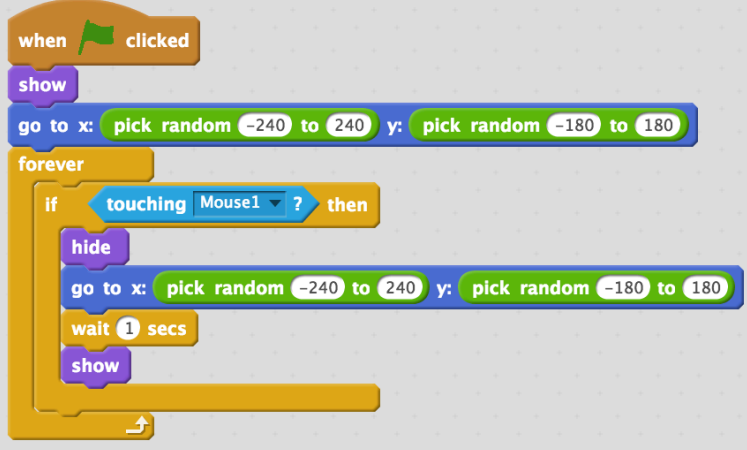


Chase the Cheese

1	Start a new project and delete the Cat sprite	
2	Click the Choose New Sprite icon from the Sprites bar	
3	Select Cat2	 Cat2
4	Click the Choose New Sprite icon from the Sprites bar. Select Mouse1	 Mouse1
5	Click the Paint New Sprite icon from the Sprites bar.	
6	<p>Draw a sprite that looks like a <i>cheese</i>.</p> <p>This means:</p> <ul style="list-style-type: none"> Draw a <i>black hollow rectangle</i>  Fill the rectangle with yellow  Use a pencil to draw a <i>triangle</i> and fill with yellow  Draw <i>black filled circles</i>  <p>It should look similar to this</p>	



Chase the Cheese

6	Use the information icon  on your cheese sprite to rename it as <i>Cheese</i>	 <div> <div>Cheese</div> <div> x: -38 y: -51 direction: 90° </div> <div> rotation style:  </div> <div> can drag in player: <input type="checkbox"/> </div> <div> show: <input checked="" type="checkbox"/> </div> </div>
7	Use the shrink tool to make the cheese small next to the mouse and cat. Your stage should look like this	 <div> x: 177 y: -180 </div> <div> Sprites </div> <div> New sprite:  </div> <div> Stage 1 backdrop </div> <div> Cat2 Mouse1 Cheese </div>
8	It's time to make the game. Click the Cat2 sprite and select the Scripts tab. Place the following script blocks. This will make the cat: <ul style="list-style-type: none"> Randomly move around the stage in the direction of the cheese 	 <pre> when green flag clicked forever loop point towards Cheese glide 1 secs to x: pick random -240 to 240 y: pick random -180 to 180 </pre>
9	Click the Cheese sprite and select the Scripts tab. Place the following script blocks. This will make the cheese: <ul style="list-style-type: none"> Randomly place around the stage If touching the Mouse1 sprite, disappear for 1 second and appear somewhere else 	 <pre> when green flag clicked show go to x: pick random -240 to 240 y: pick random -180 to 180 forever loop if touching Mouse1 ? then hide go to x: pick random -240 to 240 y: pick random -180 to 180 wait 1 secs show </pre>

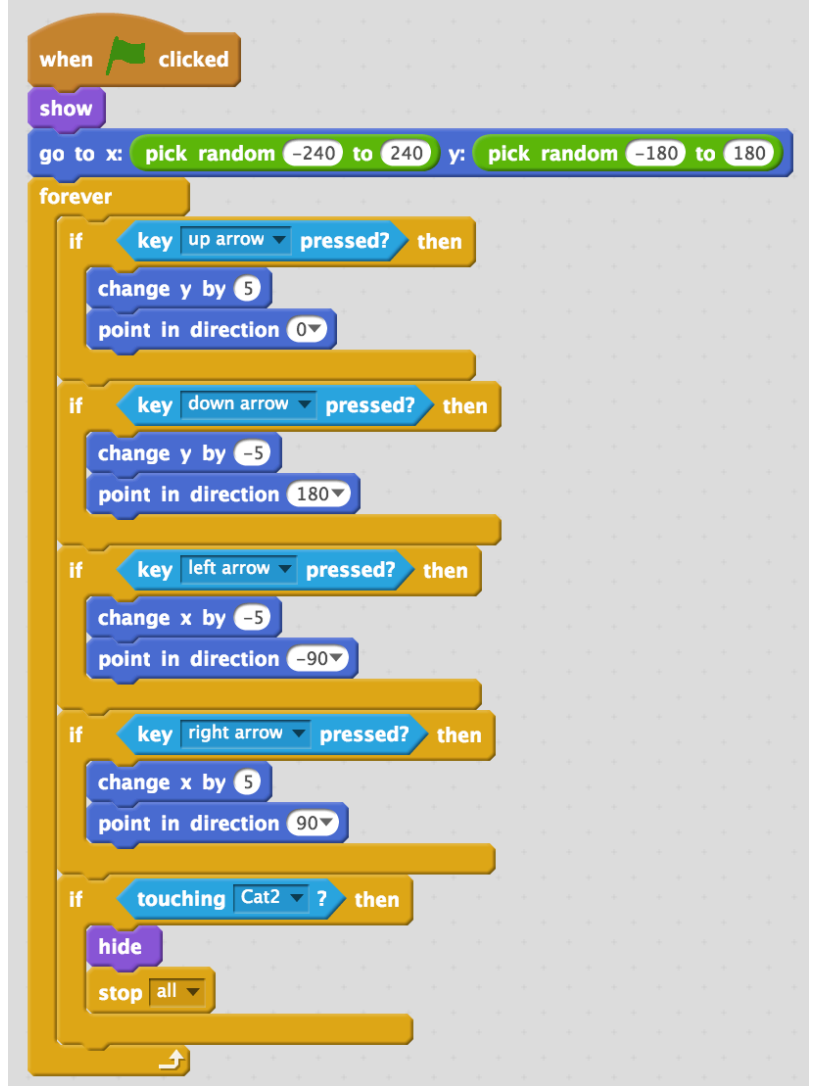


Chase the Cheese

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Click the **Mouse2** sprite and select the **Scripts** tab. Place the following script blocks. This will make the mouse:

- Start in a random position
- Move up/down/left/right and point in that direction
- Disappear if the **Mouse2** sprite touches the **Cat2** and stop the game



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And that's it! But what next?

Try improving the game.

- Add variables to track scores when the Mouse catches the Cheese
- Display a "Game Over" message when the Cat catches the Mouse
- Add eating sounds when the sprites touch each other (Cat and Mouse, Mouse and Cheese)
- Add a background. Make it change every time the game starts.

