



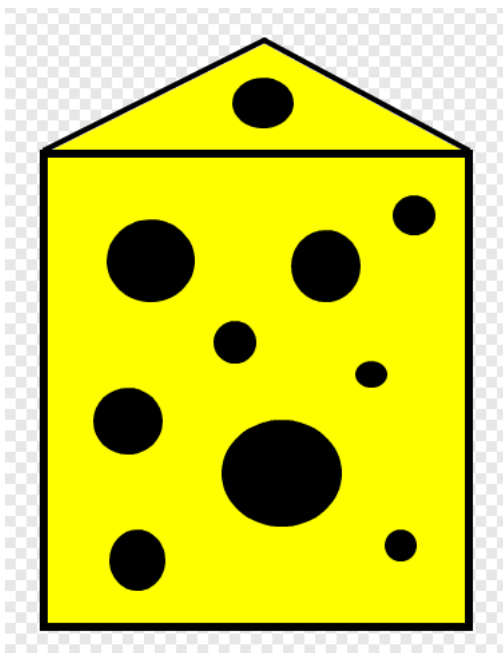

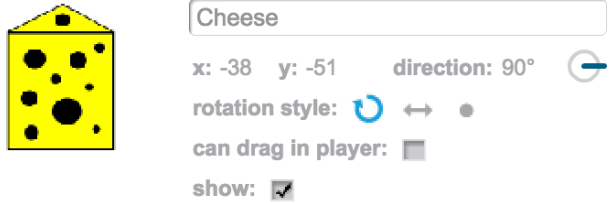

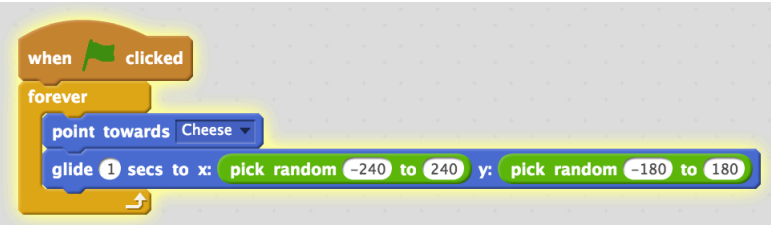




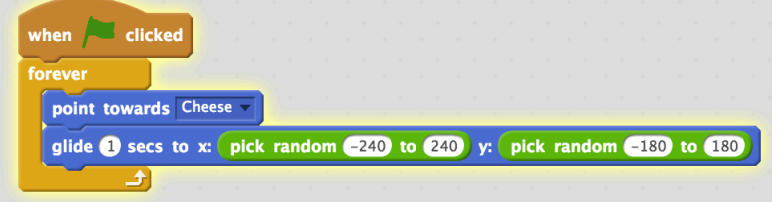
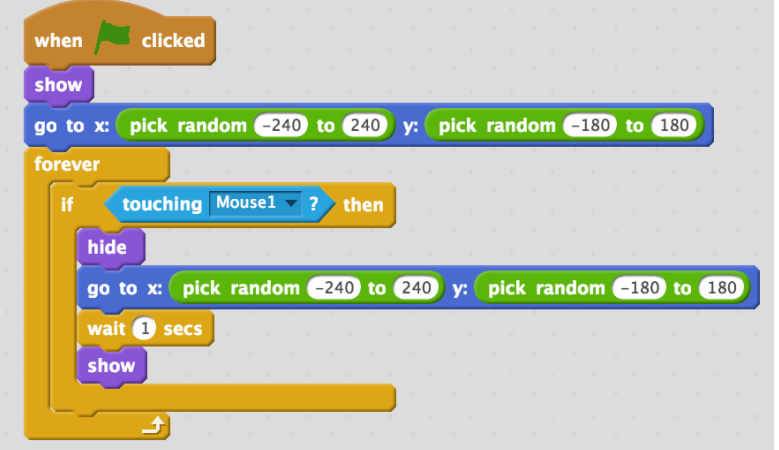


# Chase the Cheese

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



# Chase the Cheese

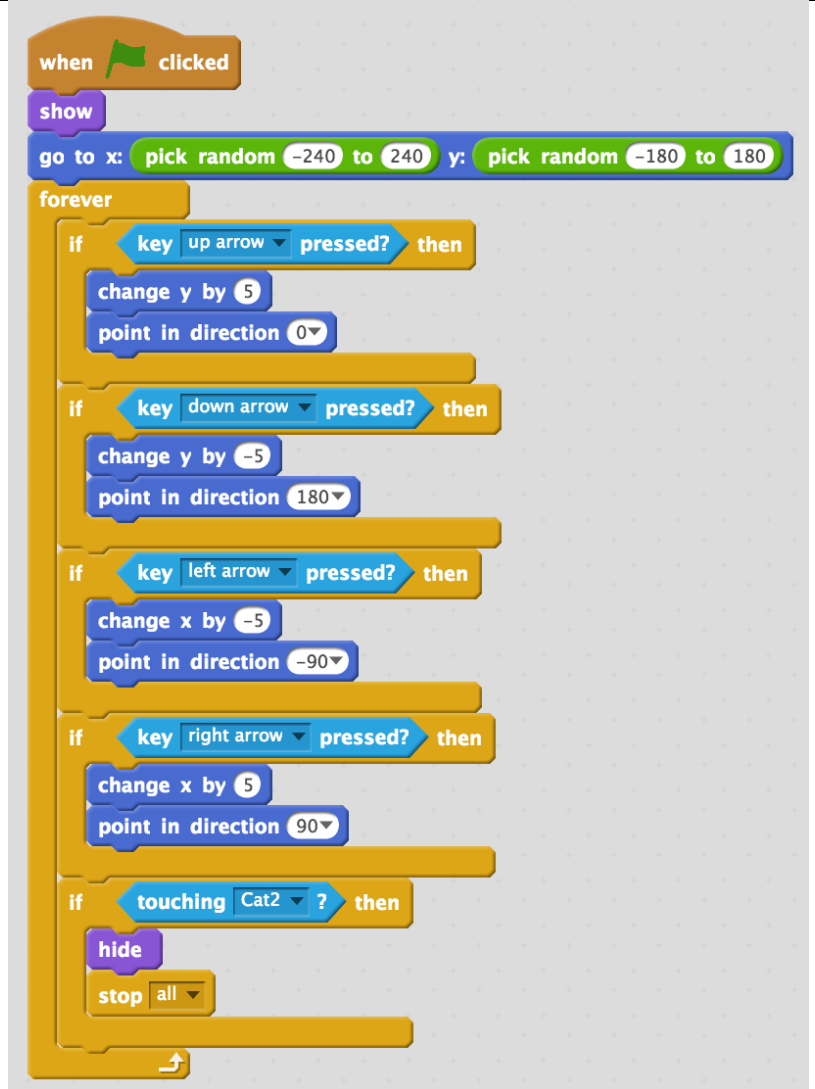
6	Use the <b>information</b> icon  on your cheese sprite to rename it as <i>Cheese</i>	 <div> <div>Cheese</div> <div> x: -38 y: -51 direction: 90° </div> <div> rotation style:  </div> <div> can drag in player: <input type="checkbox"/> </div> <div> show: <input checked="" type="checkbox"/> </div> </div>
7	Use the <b>shrink</b> 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> <div>Sprites</div> <div>New sprite: </div> <div> <div>Stage 1 backdrop</div> <div> <div> Cat2</div> <div> <div> Mouse1</div> <div> <div> Cheese</div> </div> </div> </div> </div> </div>
8	It's time to make the game. Click the <b>Cat2</b> sprite and select the <b>Scripts</b> tab. Place the following script blocks. This will make the cat: <ul style="list-style-type: none"> <li>Randomly move around the stage in the direction of the cheese</li> </ul>	
9	Click the <b>Cheese</b> sprite and select the <b>Scripts</b> tab. Place the following script blocks. This will make the cheese: <ul style="list-style-type: none"> <li>Randomly place around the stage</li> <li>If touching the <b>Mouse1</b> sprite, disappear for 1 second and appear somewhere else</li> </ul>	

# 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.

