Chase the Cheese

1	Start a	new project and delete the Cat sprite	
2	Click the Choose New Sprite icon from the Sprites bar	Sprites New sprite: 💠 / 👛	0
3	Select Cat2	Cat2	
4	Click the Choose New Sprite icon from the Sprites bar. Select Mouse1	Mouse1	
	Click the Paint New Sprite icon from		
5	the Sprites bar.	Sprites New sprite: • / 🚢	0
6	Draw a sprite that looks like a cheese. This means: Draw a black hollow rectangle Fill the rectangle with yellow Use a pencil to draw a triangle and fill with yellow Draw black filled circles It should look similar to this		

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Cheese Use the **information** icon on your x: -38 y: -51 direction: 90° 6 rotation style: (¹) ↔ • cheese sprite to rename it as Cheese can drag in player: show: Use the **shrink** tool to make the cheese 7 small next to the mouse and cat. **x:** 177 **y:** -180 New sprite: 💠 / 👛 👩 **Sprites** Your stage should look like this Stage Mouse1 Cheese It's time to make the game. Click the Cat2 sprite and select the Scripts 8 tab. Place the following script blocks. This will make the cat: glide 1 secs to x: pick random (-240) to (240) y: pick random (-180) to (180) Randomly move around the stage in the direction of the cheese when R clicked Click the **Cheese** sprite and select the **Scripts** tab. Place the following script go to x: pick random -240 to 240 y: pick random -180 to 180 blocks. This will make the cheese: Randomly place around the stage touching Mouse1 ▼ ? then 9 If touching the Mouse1 sprite, disappear for 1 second and appear go to x: pick random -240 to 240 y: pick random -180 to 180 wait 1 secs somewhere else show

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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

```
when Clicked
show
go to x: pick random (-240) to (240) y: pick random (-180) to (180)
      key up arrow ▼ pressed? then
    change y by 5
    point in direction 0
      key down arrow ▼ pressed? then
    change y by -5
    point in direction 180
      key left arrow ▼ pressed? then
    change x by -5
    point in direction -90▼
      key right arrow ▼ pressed? then
    change x by 5
    point in direction 90▼
  if touching Cat2 ▼ ? then
    hide
     stop all ▼
```

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.