|  |  |  |
| --- | --- | --- |
| 1 | Start a new project and delete the Cat sprite | |
| 2 | Click the **Choose New Sprite** icon from the **Sprites** bar |  |
| 3 | Select **Cat2** |  |
| 4 | Click the **Choose New Sprite** icon from the **Sprites** bar.  Select **Mouse1** |  |
| 5 | Click the **Paint New Sprite** icon from the **Sprites** bar. |  |
| 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 |  |

|  |  |  |
| --- | --- | --- |
| 6 | Use the **information** icon  on your cheese sprite to rename it as *Cheese* |  |
| 7 | Use the **shrink** tool to make the cheese small next to the mouse and cat.  Your stage should look like this |  |
| 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:   * Randomly move around the stage in the direction of the cheese |  |
| 9 | Click the **Cheese** sprite and select the **Scripts** tab. Place the following script blocks. This will make the cheese:   * Randomly place around the stage * If touching the **Mouse1** sprite, disappear for 1 second and appear somewhere else |  |

|  |  |  |
| --- | --- | --- |
| 10 | 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 |  |
| 11 | 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. | |