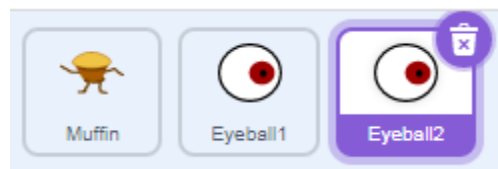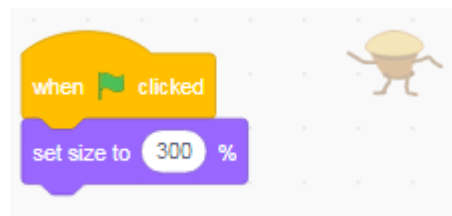# Silly eyes

Choose a sprite — it can be a person, an animal, a meme, a thing. Choose a backdrop for your sprite. We are going to give it eyes that follow the mouse around!
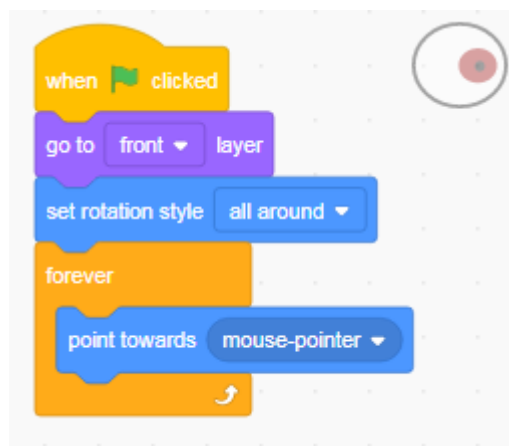

You only need to create and code one eyeball, then copy it.
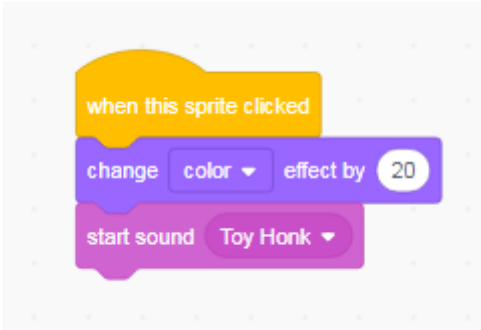
Enlarge your sprite so it is nice and big:

Now draw an eyeball, make sure the costume is in the centre and the pupil (coloured bit) is towards the right. Add the eyeball code below, and test it out!
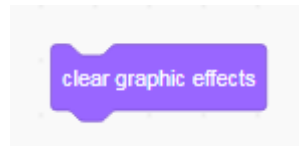
Save your project!

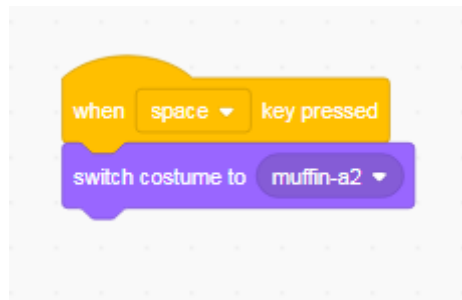If your first eyeball is working, duplicate it to create a second one, and put it in the right place.

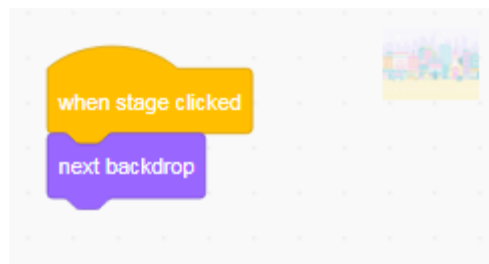Now try adding sounds, actions and graphic effects! For example:

and you may need too. Or this:

Or this:

Save your project!