(Felix & Herbert)#### Introduction: We are going to make a game of catch with Felix the cat and Herbert the mouse. You control Herbert with the mouse and try to avoid getting caught by Felix. The longer you avoid him the more points you score, but don't get caught because your score will go down! This is a simple project to introduce the basics of Scratch.#### SkillsThis project covers:1. Changing costumes and appearance2. Keeping and setting the score3. Broadcast messages#### ResourcesThis project uses resources found in the Scratch Backgrounds and Costumes folders#### Scratch Cards requiredFollow the mouse#### Basic exercisesStep 1: Felix follows the mouse pointerStep 2: Felix chases HerbertStep 3: Felix says when he's caught HerbertStep 4: Herbert turns into a ghost when he's caught Step 5: Keep score