Steps Solution

Create a background with a border that looks like this:



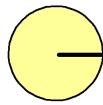
- 1. Click on the Stage, then click on the Backdrops tab
- 2. Select the paint bucket and the color black. Paint the entire backdrop black.
- 3. Select the rectangle tool, and then select any color that you like for the border



4. With the rectangle tool selected, choose the empty rectangle box at the bottom to draw an outline of the box



- 5. Draw a rectangle that will be the border of the backdrop
- **?** Create a new sprite for your Pac Man character:



- 1. Click the paint new sprite button / to create a new sprite.
- 2. Select the circle tool, and then select the color black (or the color of your background).



3. With the circle tool selected, choose the empty circle at the bottom to draw an outline of Pac Man.



- 4. **HINT**: When drawing the circle for Pac Man, it needs to be perfectly round. To do this, p
- 5. Select the paint bucket and choose any color you would like for your inside Pac Man color. Paint the inside of the circle this color.
- 6. Draw the mouth on your Pac Man

3 Create a new costume for the Pac Man character:

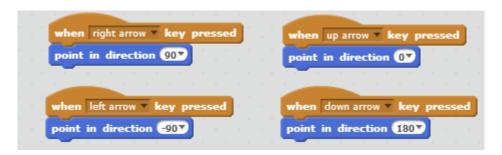


- 1. Click on your Pac Man sprite, and then click on the *Costumes* tab.
- 2. Click the *Copy* button, and then click *Edit* for the new costume.
- 3. Use the editing tool to make the mouth look open.
- 4. Remember to keep the black outline! You will need this to keep Pac Man in bounds!

▲ Face this way, Pac Man!

Control the direction that Pac Man faces:

Up arrow	face up (0°)
Down arrow	face down (180°)
Right arrow	face right (90°)
Left arrow	face left (-90°)



ς On Your Mark...

When the green flag is clicked, make Pac Man start in the center and facing to the right.

```
when clicked

point in direction 90

go to x: 0 y: 0

stop this script
```

G Get set... Animate the CHOMP!

When the green flag is clicked, make Pac Man "chomp" continuously

How can you control how fast the mouth opens and closes?

```
when clicked

forever

next costume

wait 0.2 secs
```

7 GO!

When the green flag is clicked make the Pac Man move in the direction it is facing until he touches the colored border (or colored obstacle). If the Pac Man touches the colored border, move it back in the opposite direction by the same number of steps.

How can you control how fast the Pac Man moves?

```
when clicked

forever

move 2 steps

if color is touching ? then

move -2 steps
```