Steps Solution

1 Create or import a new sprite for the prize Pac Man is after:

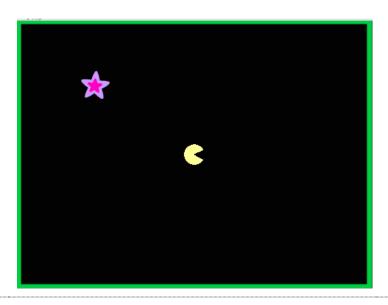


1. Make sure that you decrease the size of your sprite if it is too big. It should be about the same size as the Pac Man. You can use the shrink button in the image editor to reduce the size:



7 Position the First Prize...

When the green flag is clicked, position a prize in the upper left hand corner, away from the Pac Man. The exact location of the prize should be random.



```
when clicked

go to x: pick random -220 to -20 y: pick random 20 to 160

stop this script v
```

3 Chomp and Create a New Prize

When the Pac Man is touching the prize, make the prize disappear and then re-appear at another random location anywhere on the board after a second.

```
when clicked

forever

if touching PacMan ? then

hide

wait 1 secs

go to x: pick random -220 to 220 y: pick random -160 to 160

show
```

△ Chomp and Create a New Prize – Other Ideas ...

When the Pac Man is touching the prize:

• Make the prize change costumes:



- Make a sound
- Make the prize fade out or fade in

before re-appearing at another random location on the board.