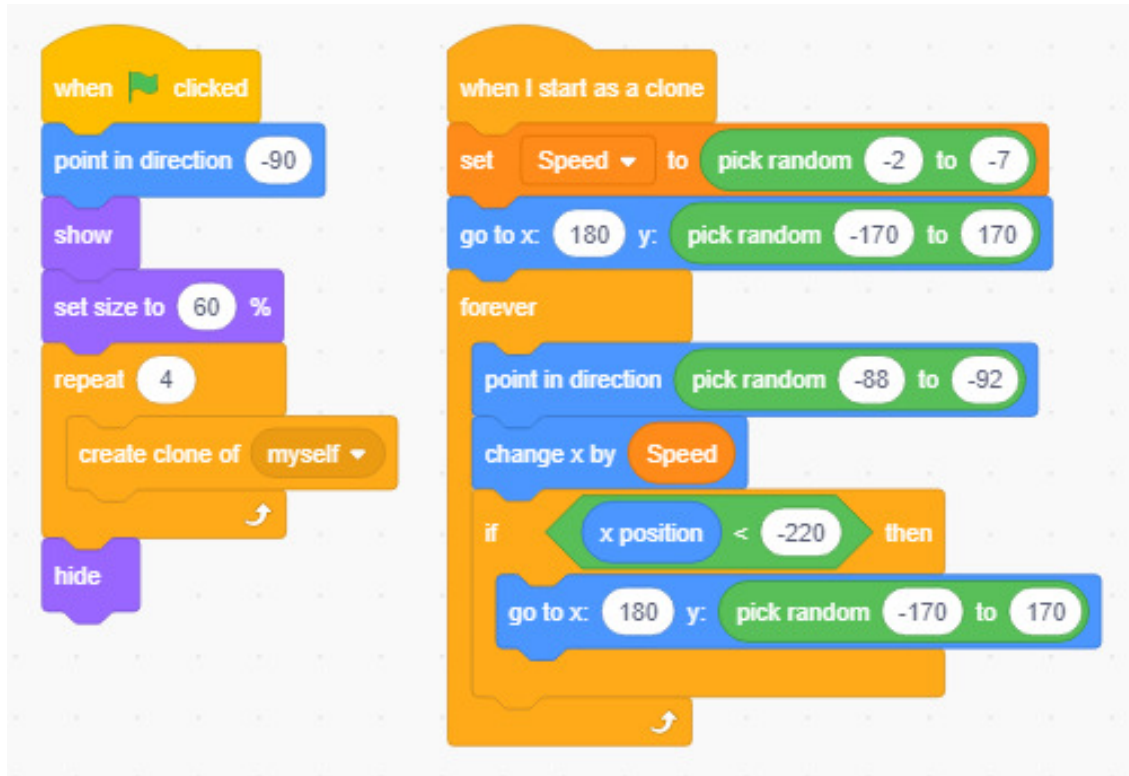## Cat and Mouse

1. Delete Sprite 1 and add a new sprite from the sprite library (Cat 2).

2. We will create a clone of the cat by adding the following code to Cat 2 sprite.

```
when 🏳 clicked
point in direction -90
show
set size to 60 %
repeat 4
    create clone of myself ▾
hide
```

```
when I start as a clone
set Speed ▾ to pick random -2 to -7
go to x: 180 y: pick random -170 to 170
forever
    point in direction pick random -88 to -92
    change x by Speed
    if x position < -220 then
        go to x: 180 y: pick random -170 to 170
```

Note: This will create 4 cats. As each cat is cloned, it will execute the When I start as a clone code.

3. Add a sprite to your project from the sprite library (Mouse 1)

4. Add the Meow 2 sound from the sound library to this sprite.

5. Add the following code to the Mouse 1 sprite.

```
when [flag] clicked
set size to (40) %
go to x: (-215) y: (0)
forever
    if <key (up arrow ▾) pressed?> then
        change y by (5)
    if <key (down arrow ▾) pressed?> then
        change y by (-5)
    if <touching (Cat 2 ▾)?> then
        play sound (Meow ▾) until done
        say (Game Over) for (2) seconds
```