**Assignment One: Catch the Beetle**

Create a program where you can move Scratch the Cat around the stage with the arrow keys.

A second sprite (the Beetle) should be included that is continually bouncing around on the stage. The goal of this small game will be to move Scratch so that the cat is touching the second sprite. The following features should be implemented for full marks:

* Background music should play while the game is active (once green flag is pressed)
* Each time the Beetle hits the side of the stage, a sound effect should play.
* When Scratch reaches the Beetle:
  + Scratch should say "I Got You!"
  + The Beetle should be randomly placed at a new location and say "Not This Time!", and resume moving.
* A Spacebar keypress should put the beetle in 'Pepsi Mode'. While the Spacebar is pressed, the beetle should move faster and have an image/color affect applied to it. When the Spacebar is released, its motion and appearance should return to normal.

Hint: The cyan sensing block TOUCHING can refer to either another sprite on the stage or the edge of the stage.

When you are done, Press the **SHARE**button on the editor, and**submit the URL** to that project.

**Extra for Experts**

Modify the Beetle script so that its motion is more complex:

* It should move using a "random walker" algorithm:
  + - Every time the Beetle moves, it should randomly selection one of three options:
  1. Turn Right (~15)  and  Move Forward
  2. Turn Left (~15) and Move Forward
  3. Just Move Forward
* Don't worry about bouncing on the edges of the stage.
* Add functionality where the user can press a key to instantly return the Beetle to the origin.
* Create 3 separate Beetle sprites that start in different locations. When Scratch catches a Beetle, it should say "Got Me!" and disappear.