

Worksheet

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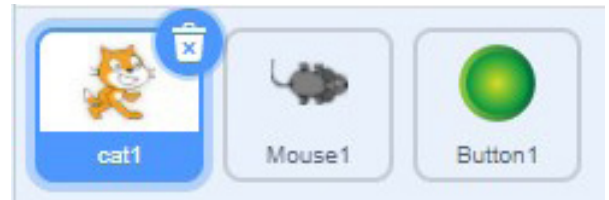
Name:
Roll No: Class: Section:
Date:

CREATING GAME IN SCRATCH

Chapter-8

A. We will be creating a game where the cat will chase the mouse and the player has to keep the mouse away from the cat. The points will be given to the user depending on for how long they can avoid the cat. Create the following stacks of blocks and compete with your friends to see who gets the highest score.

- a. Create the following three sprites in scratch and also create the variables used below in the script.



- b. Now create the following stacks of blocks for Cat1 Sprite. These scripts will make the cat move throughout the screen and chase the mouse.

