



## Worksheet

(1)

Name:		
Roll No:	Class:	Section:
Date:		

## **CREATING GAME IN SCRATCH**

**Chapter-8** 

## A. Tick ( $\checkmark$ ) the correct option.

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.

```
when / clicked
       when 📜
       go to x:
                 -100
                                              touching Mouse 1▼ ? then
                                            set game 

to 1
when | clicked
       game
               1
         distance (mouse-pointer ▼) > 10 then
   point towards mouse 1 ▼
   move 7 steps
   if on edge, bounce
                                              when I receive message 1 -
                                               go to x:
                                                        -100
```

Grade:  $\bigstar \bigstar \bigstar \bigstar \bigstar$