Worksheet
1

Name: ....

Roll No: .... Class: .... Section: ....

Date: ....

CREATING GAME IN SCRATCH

Chapter-10

Class -5

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.

cat1   Mouse1   Button1
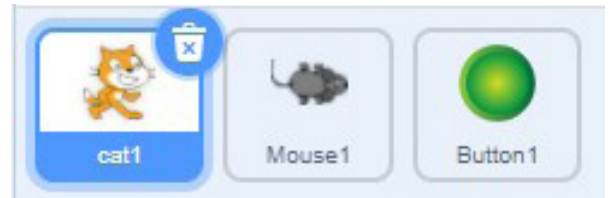
   b. Now create the following stacks of blocks for Cat1 Sprite. These scripts will make the cat move throughout the screen and chase the mouse.


```
when [flag] clicked
go to x: -100 y: 0
```

```
when [flag] clicked
forever
  if < touching (Mouse 1 ▼) ? > then
    set (game ▼) to 1
```

```
when [flag] clicked
forever
  if < (game) = 1 > then
    if < distance (mouse-pointer ▼) > 10 > then
      point towards (mouse 1 ▼)
      move 7 steps
      if on edge, bounce
  else
```

```
when I receive (message 1 ▼)
go to x: -100 y: 0
```

Grade: ★ ★ ★ ★ ★