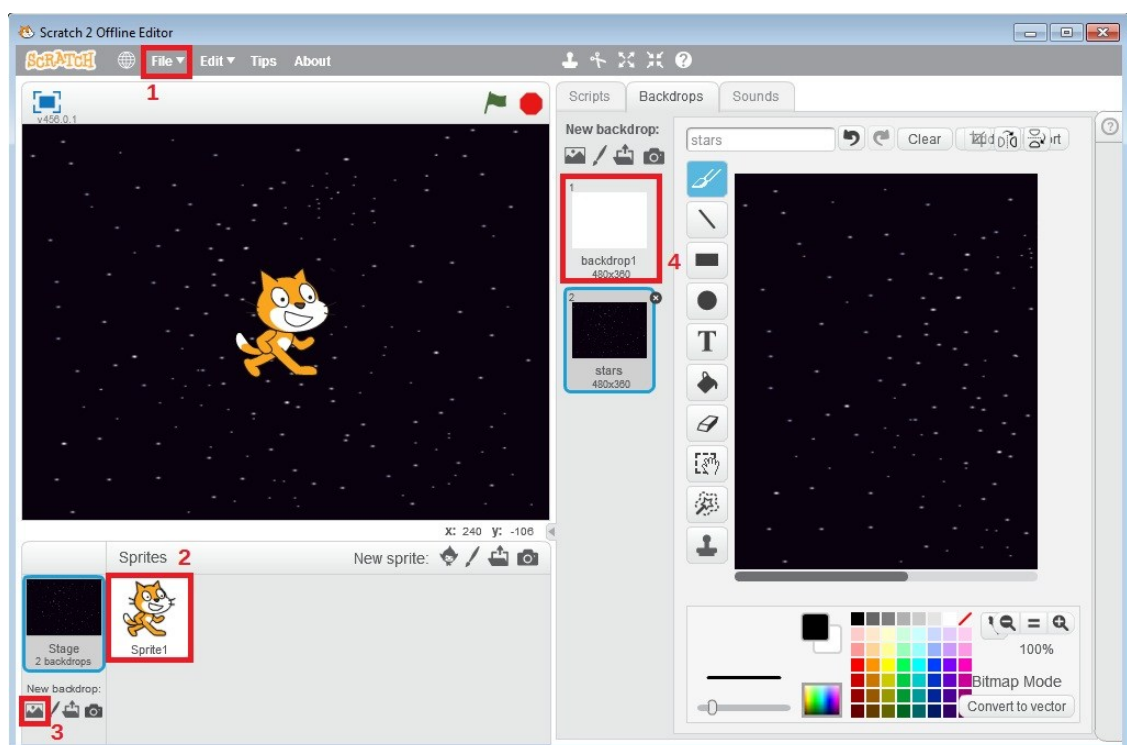


# Lesson 2. Cat and Mouse

**Task:** Create a game where the cat (Felix) will chase a mouse (Herbert).  
You are controlling Herbert during the game with your mouse in order to escape from Felix.

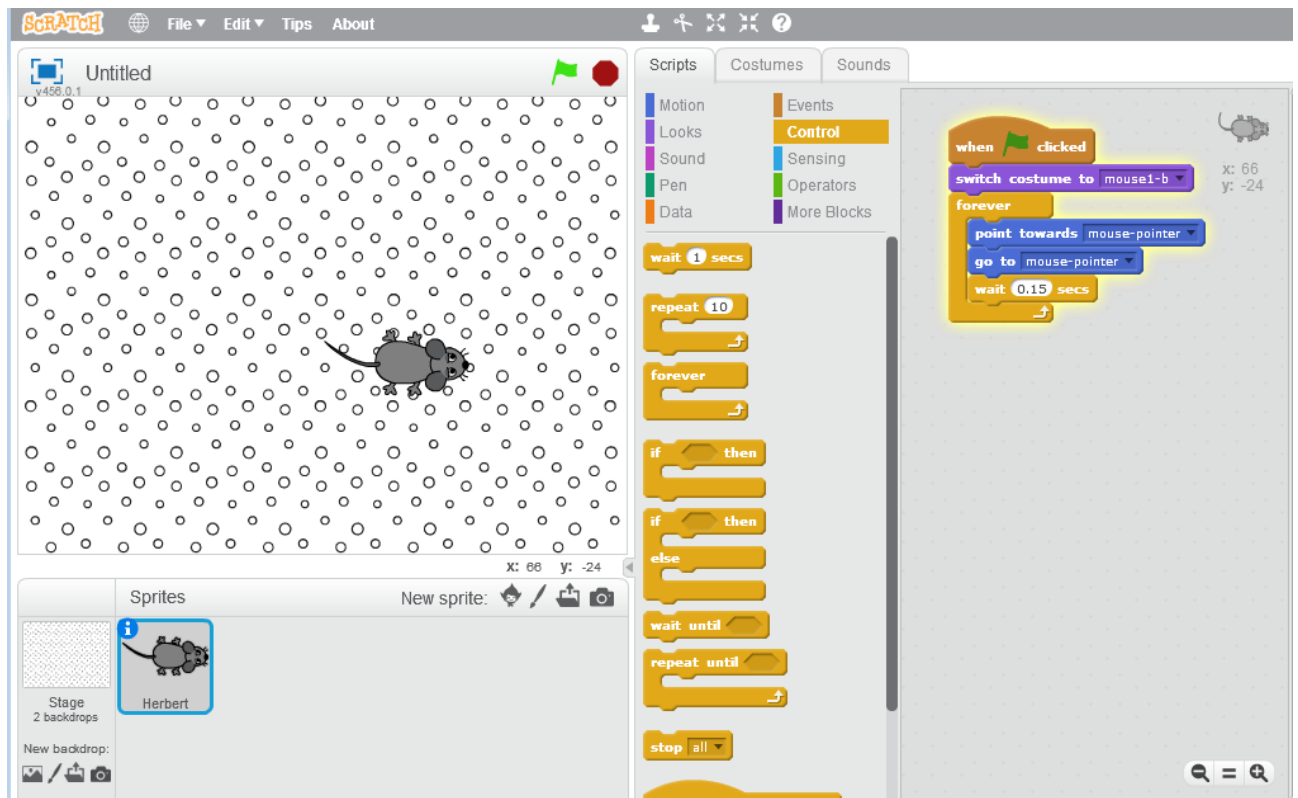
## Step 1: Preparation

1. Create a new project (“Create” -> menu “File” -> “New”);
2. Delete default sprite (right-click, “delete”);
3. Add new backdrop (“New backdrop:” -> Choose backdrop from library -> Other -> circles);
4. Delete default backdrop (right-click, “delete”).



## Step 2: Herbert is following mouse pointer

1. Add a new sprite (Open sprite library, category “Animals”, sprite “Mouse1”);
2. Rename sprite to “Herbert” (right-click, “info”);
3. Shrink the size of the mouse (shrink instrument, click the sprite for 5-7 times);
4. Create a script for Herbert in order to make him follow mouse pointer.



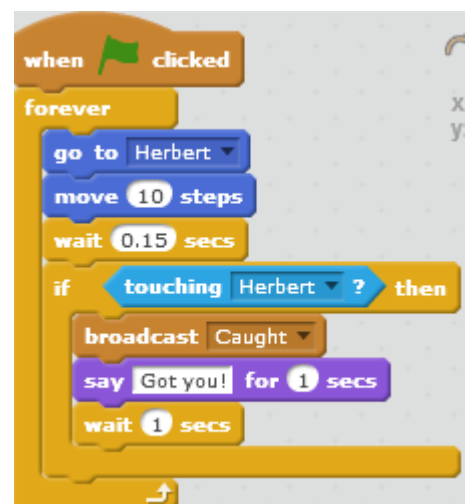
### Step 3: Felix is chasing Herbert

1. Add a new sprite (Open sprite library, category “Animals”, sprite “Cat2”);
2. Rename sprite to “Felix” (right-click, “info”);
3. Create a script for Felix in order to make him chase Herbert.



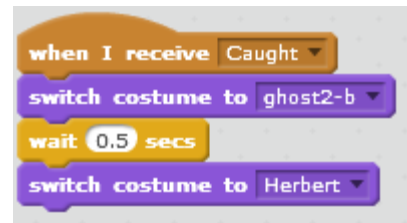
### Step 4: Herbert becomes a ghost

1. Add an event “Broadcast: Caught” in Felix’ Script;
2. Choose Herbert’s sprite and add a new sprite of ghost to it (Open sprite library, category “Fantasy”, sprite “Ghost 2b”);
3. Shrink the size of the ghost (shrink instrument,



click the sprite for 5-7 times);

4. Create a script for Herbert which becomes a ghost after being caught by Felix.



### Step 5: Points counting

1. Create a new variable for all sprites (Data, Make a Variable);

2. Choose backdrop's sprite and add points counting scripts to it.

