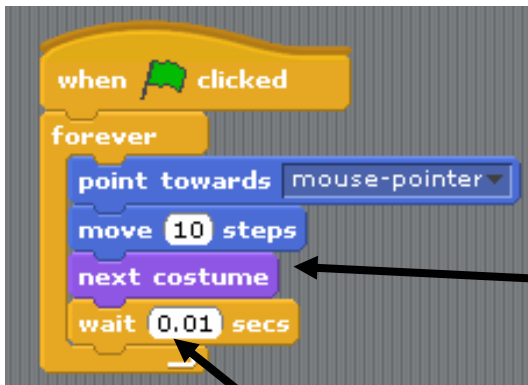


Assignment 4: Following the Mouse

1) Create the following script to allow Scratch to follow the mouse around the screen:

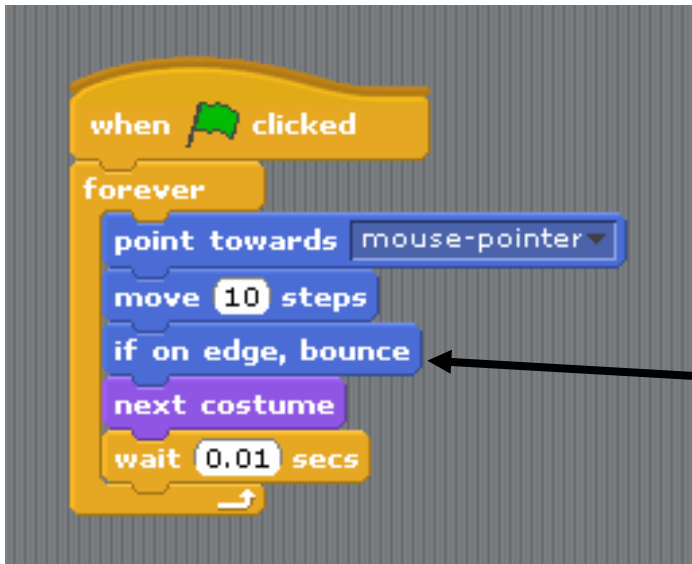


This will make sure scratch is always facing the mouse. You can find this in **Motion**

Looks contains the next costume command. We will get into this later, but for now this will make it look like Scratch is walking.

Control contains the wait command. This tells Scratch to wait for a small amount of time. Play with this number to make Scratch move faster and slower.

2) Unfortunately, Scratch will follow your mouse off of the screen, and it can be hard to get him back! Let's restrict him to the stage area.



This command in **Motion** tells Scratch to move the opposite direction, or "bounce" if he hits the edge of the stage. This will stop Scratch from leaving the visible stage area.

3) Save your assignment as "4-Mouse"

Challenge:

1) Change the move ___ steps command and the wait ___ secs command to try and make Scratch move as quickly as you can, but still allow you to **not get caught!**

