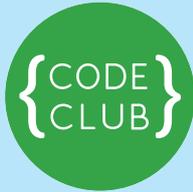


Level

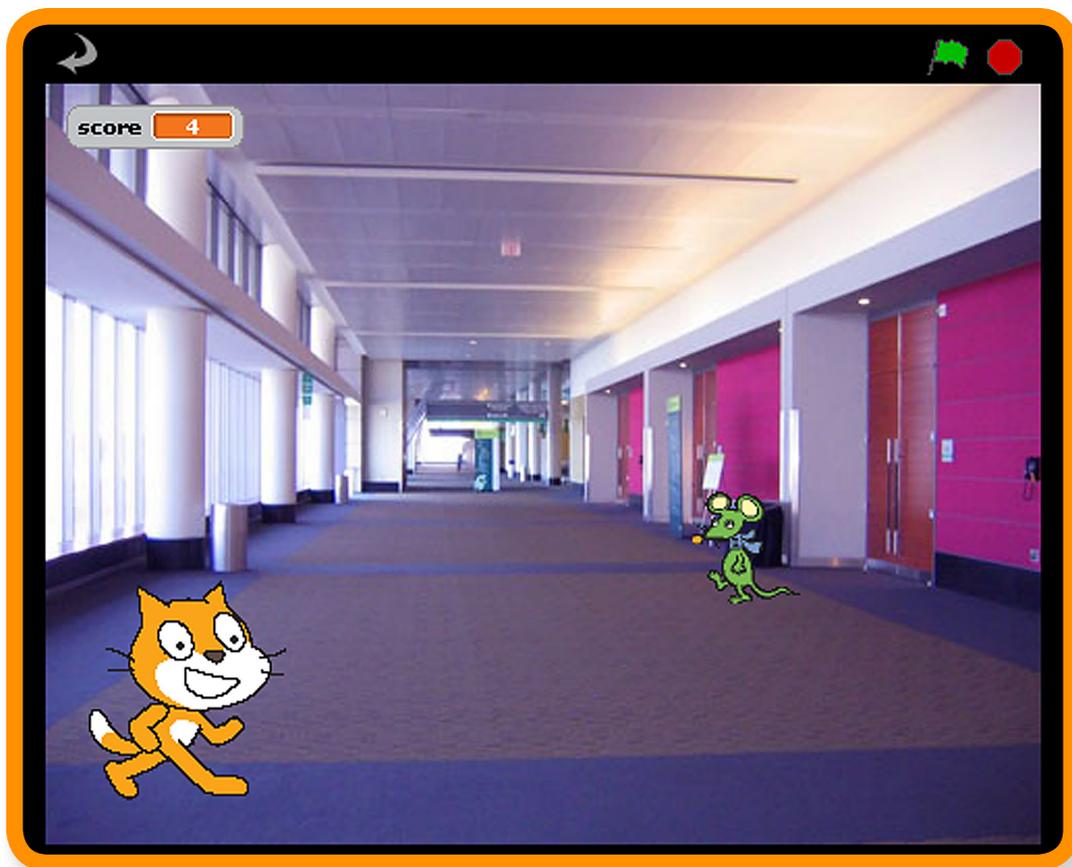
1

# Felix and Herbert



## Introduction:

We are going to make a game of catch with **Felix the cat** and **Herbert the mouse**. You control Herbert with the mouse and try to avoid getting caught by Felix. The longer you avoid him the more points you score, but don't get caught because your score will go down!



**Activity Checklist** – Follow these **INSTRUCTIONS** one by one



**Test Your Project** – Click on the green flag to **TEST** your code



**Save Your Project** – Click on this to **SAVE** your work



## STEP 1: Felix follows the mouse pointer

Keep track of your progress by ticking off the boxes below:

We want Felix the cat to follow the mouse pointer.

### ✓ Activity Checklist

1. Start a new project.
2. Click on the **stage** next to the sprite and switch to the **Backgrounds** tab, and then **import** the background **indoors/hall**. Delete the original blank background.
3. Change the name of the sprite to **Felix**.
4. Make sure Felix only points left-right by clicking this button:
5. Create this script:



```

when green flag clicked
  forever loop
    point towards mouse-pointer
    move 10 steps
    next costume
    play drum 62 for 0.3 beats
  
```

### 🚩 Test Your Project

Click the green flag.

Does Felix follow the mouse pointer? Does it look like he's walking when he moves?  
Does he move at the right speed?

 **SAVE YOUR PROJECT**



## STEP 2: Felix chases Herbert

Keep track of your progress by ticking off the boxes below:

Next, we want Felix to chase Herbert the mouse, rather than the mouse pointer.

### Activity Checklist

1. Create another sprite using the **choose new sprite from file** button and selecting **animals/mouse1**.
2. Change the name of the sprite to **Herbert**.
3. **Edit** the costume and make it smaller than Felix. Try six clicks on the **shrink** button:
4. Make sure Herbert only points left-right.
5. Give Herbert this script:










```

when green flag clicked
  forever loop
    go to mouse-pointer
    point towards Felix
  
```

### Test Your Project

Click the green flag.

Does Herbert move with the mouse pointer? Does Felix chase Herbert?



SAVE YOUR PROJECT



## STEP 3: Felix says when he's caught Herbert

Keep track of your progress by ticking off the boxes below:

We want Felix to know when he's caught Herbert, and tell us.

### ✓ Activity Checklist

1. Change Felix's script to be this:



```

when green flag clicked
  forever loop
    point towards mouse-pointer
    move 10 steps
    next costume
    play drum 62 for 0.3 beats
    if touching Herbert?
      say Caught you! for 1 secs
  
```

### 🚩 Test Your Project

Click the green flag.

Does Felix say when he's caught Herbert?

### 📁 SAVE YOUR PROJECT



## STEP 4: Herbert turns into a ghost when he's caught

Keep track of your progress by ticking off the boxes below:

Instead of Felix saying something, we want Herbert to turn into a ghost when he's caught.

### Activity Checklist

1. **Change Felix's script** to send this message when he catches Herbert.
2. **Import** a new costume into Herbert from **fantasy/ghost2-a**.
3. **Edit** the costume to make it smaller. Six clicks on the shrink button should do.
4. Change the names of Herbert's costumes so the mouse costume is called **'alive'** and the ghost costume is called **'dead'**.
5. **Create a new script for Herbert to turn him into a ghost:**

```

when clicked
  forever
    point towards mouse-pointer
    move 10 steps
    next costume
    play drum 62 for 0.3 beats
    if touching Herbert?
      broadcast caught
      play drum 58 for 0.2 beats
      wait 1 secs
  
```





```

when I receive caught
  switch to costume dead
  wait 0.5 secs
  switch to costume alive
  
```

### Test Your Project

Click the green flag.

Does Herbert turn into a ghost when he's caught?

Does Felix play the right sounds at the right time?

Does Felix still stay still for long enough for Herbert to get away

**SAVE YOUR PROJECT**



## STEP 5: Keep Score

Keep track of your progress by ticking off the boxes below:

Let's add a score so we know how well we do at keeping Herbert alive. We'll start the score at zero and increase it by one every second. If Felix catches Herbert, we'll reduce the score by one hundred.

 Activity Checklist

1. Make a variable, for all sprites, called **Score**. Click on **Variables** in the top menu, make a variable and name it **score**
2. On the stage, create these two scripts:

 Test Your Project

Click the green flag.

- Does the score go up by one every second?
  - Does the score go down by one hundred when Herbert is caught?
  - What happens when Herbert is caught before score reaches one hundred?
  - Does the score go back to zero when you start a new game?
- 



SAVE YOUR PROJECT



**Well done you've finished, now you can enjoy the game!**

Don't forget you can share your game with all your friends and family by clicking on **Share** on the menu bar!