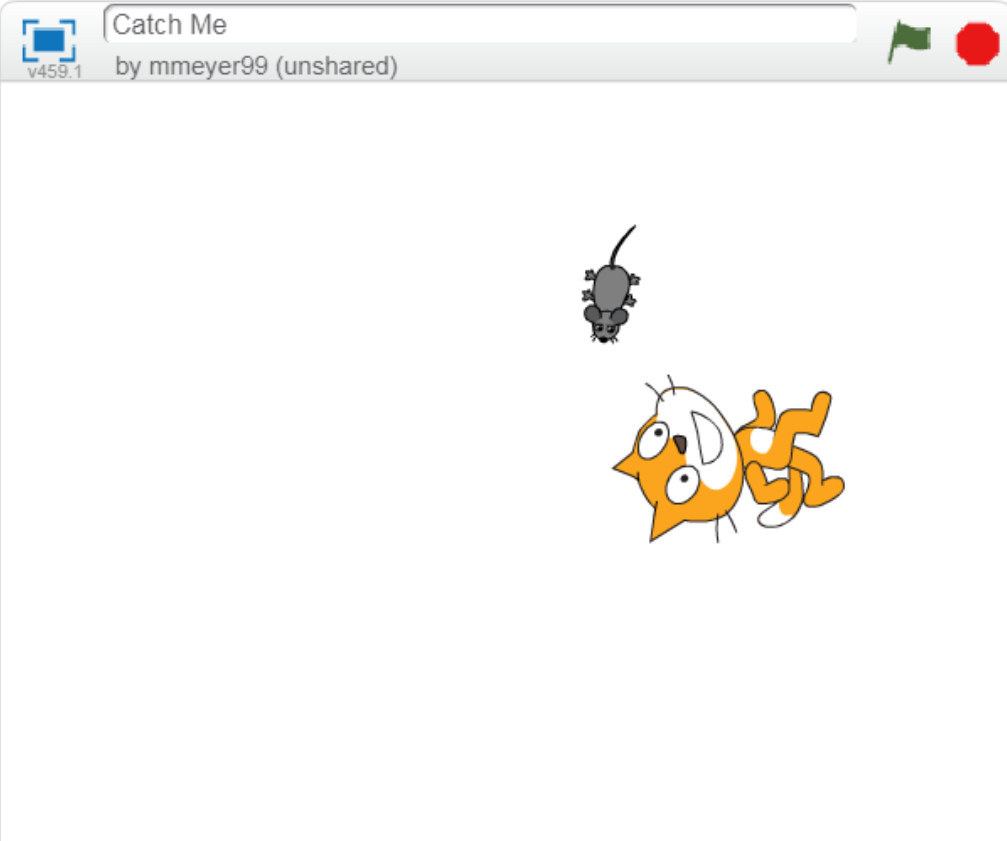




# Catch Me

Catch Me  
v459.1 by mmeyer99 (unshared)



x: -57 y: -124

Sprites  
New sprite: 

Stage  
1 backdrop  
New backdrop: 

Scripts

- Motion
- Looks
- Sound
- Pen
- Data
- Events
- Control
- Sensing
- Operators
- More Blocks

when green flag clicked

go to x: 200 y: -170

say Ready, Stead, Go for 2 secs

repeat until touching Mouse1 ?

- point towards Mouse1
- move 10 steps
- next costume

say Got you! for 2 secs

stop all

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: 105 y: 6

go to mouse-pointer

glide 1 secs to x: 105 y: 6

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

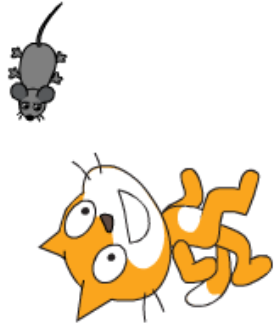
Sprite2

Mouse1



Catch Me

by mmeyer99 (unshared)



x: 211 y: 126

Sprites

New sprite:



Sprite2



Mouse1

Stage  
1 backdrop

New backdrop:



Scripts

Costumes

Sounds

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: 52 y: 81

go to mouse-pointer

glide 1 secs to x: 52 y: 81

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

when clicked

set size to 50 %

go to x: -200 y: 170

repeat until touching Sprite2 ?

point towards mouse-pointer

move 15 steps

next costume