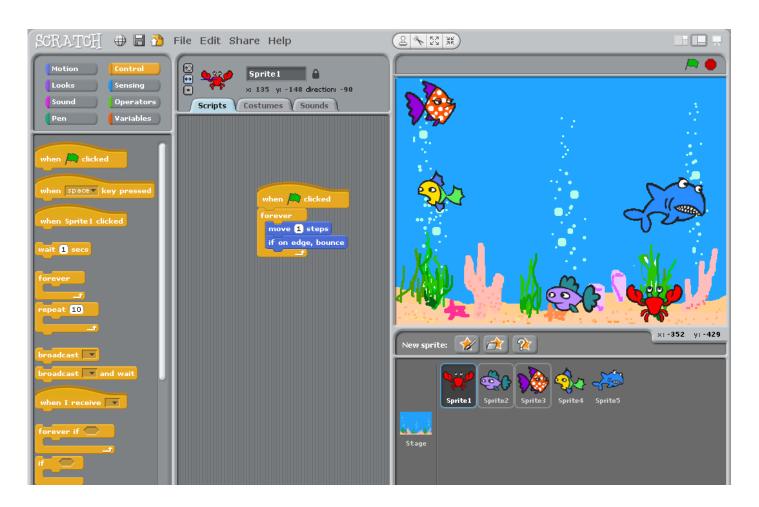# Basic Scratch program – Fish Tank Project

- Standard code for all sprits to move around screen

- Code for Shark. Note the change Costume and Wait blocks

- Enhanced code for fish. When the Shark bite them they disappear

These code blocks hides the sprit if touching Shark (sprite5)

- Make the Shark follow the mouse to catch the fish