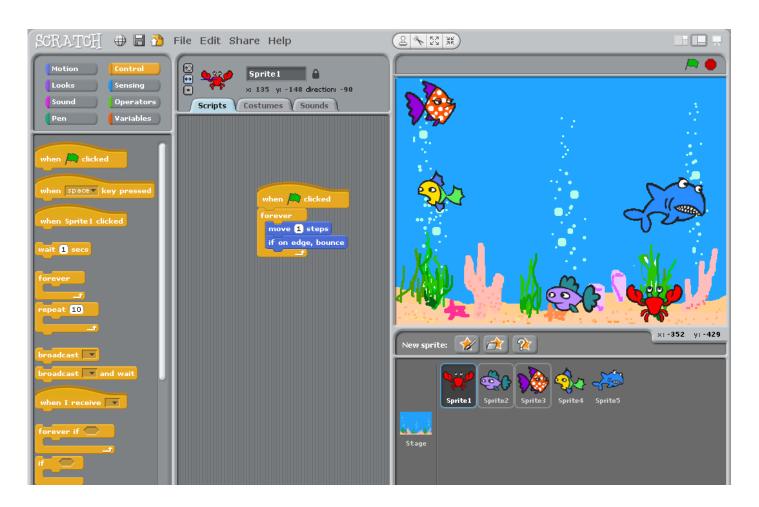
Basic Scratch program – Fish Tank Project

• 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

```
when clicked

forever

move 10 steps

if on edge, bounce

next costume

wait 0.1 secs
```

```
when clicked

show

forever

move 1 steps

if on edge, bounce

if touching Sprite5 ?

hide
```

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

```
when clicked

forever

point towards mouse-pointer

move 10 steps

if on edge, bounce

next costume

wait 0.1 secs
```

 Make the Shark follow the mouse to catch the fish