

Basic Scratch program – Fish Tank Project

- Standard code for all sprites to move around screen



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

```

when green flag clicked
  forever loop
    move 10 steps
    if on edge, bounce
    next costume
    wait 0.1 secs
  
```

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

```

when green flag clicked
  show
  forever loop
    move 1 steps
    if on edge, bounce
    if touching Sprite5?
      hide
  
```

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

```

when green flag clicked
  forever loop
    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