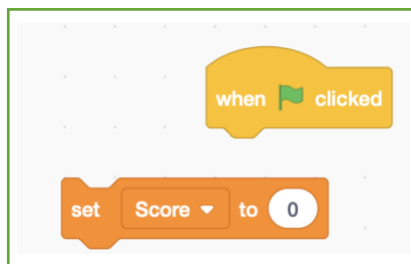
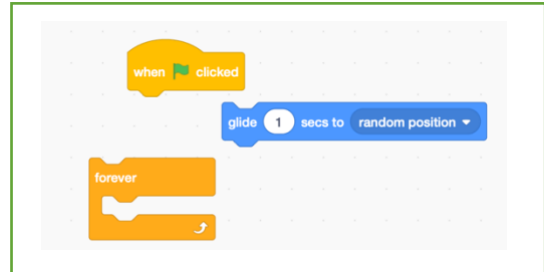


# Catch the Cat

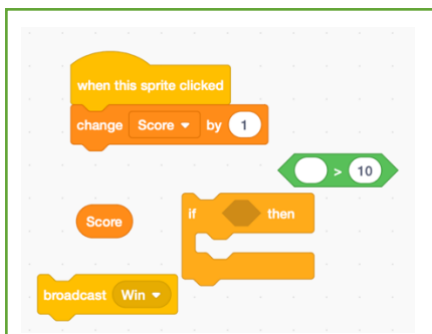
Objective- Catch the moving cat by clicking on it.

You may choose to use a different sprite and background. Now is the time to change them. Code your cat to move into random positions using the blocks in the box.



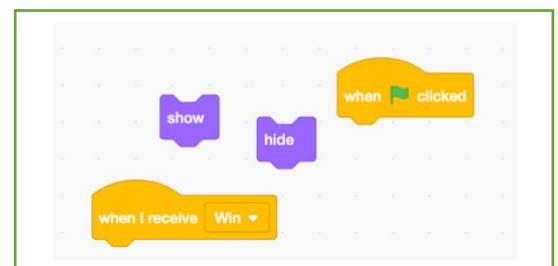
Add in a score variable by clicking 'make a variable'. Make sure the score is set to 0 each time the game by using the blocks in the box.

Add the click event using the blocks in the box. Remember to change the variable to score.



Create a winning message by adding the blocks in the box to the 'when sprite is clicked' code. Remember to change the broadcast message to something like 'win'.

Create your winning message by adding in a new paint sprite. Then code using the blocks in the box.



**Testing and Debugging:**

- Click on the green flag to start the game.
- Click on the moving cat to increase the score.
- Ensure the score increases, the sound plays and the backdrop changes when the game is won.

**Extension ideas:**

- Can you add a timer to the game?
- Can you add in multiple sprites?
- Can you add in sound when the sprite is clicked?
- Can you create a losing element with a broadcasting message? E.g. add in a new sprite, if you click on that then you lose.

*Is there an error with your code? Not to worry, just follow this link (or type it into Google) for helpful tips about scratch!*

<https://scratch.mit.edu/help/studio/tips/home/>

Click here for the answers  
and see the code inside.

