name:

date :

sensai:

Learn the basics of sprites, scenes, and scripts. Move the target and click the ghost to get a point ...
but try not to get a "Miss"!

ghost

```
when [green flag] clicked
forever
    glide 1 secs to x: pick random -240 to 240 y: pick random -180 to 180
```

target

```
when [green flag] clicked
go to front
forever
    go to x: mouse x y: mouse y
    if < mouse down? and touching ghost ? >
        play sound Pop
        say Hit! for 0.5 secs
        change Score by 1
    if < mouse down? and not touching ghost ? >
        play sound Rattle
        say Miss! for 0.5 secs
        change Score by -1
```

Variables

Score

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Now you've done the simple game try adding some extras to make it better!

Add a timer ...

Stage

```
when [flag] clicked
set Score to 0
set timer to 60
forever
  wait 1 secs
  change timer by -1
  if timer = 0
    stop all
```

Variables

timer

Add a ghoul ...

ghoul

```
when [flag] clicked
go to front
go to x: -185 y: -115
forever
  if distance to target > 5
    point towards target
    move 2 steps
  if touching target ?
    say Gotcha! for 0.5 secs
    change Score by -2
```

More ideas? ...

WAIT
Have the Ghoul appear a random number of seconds after starting?

GAME OVER
Change the background at the end of the game?

TRICKY
Have the Ghost move faster as the time gets less?

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