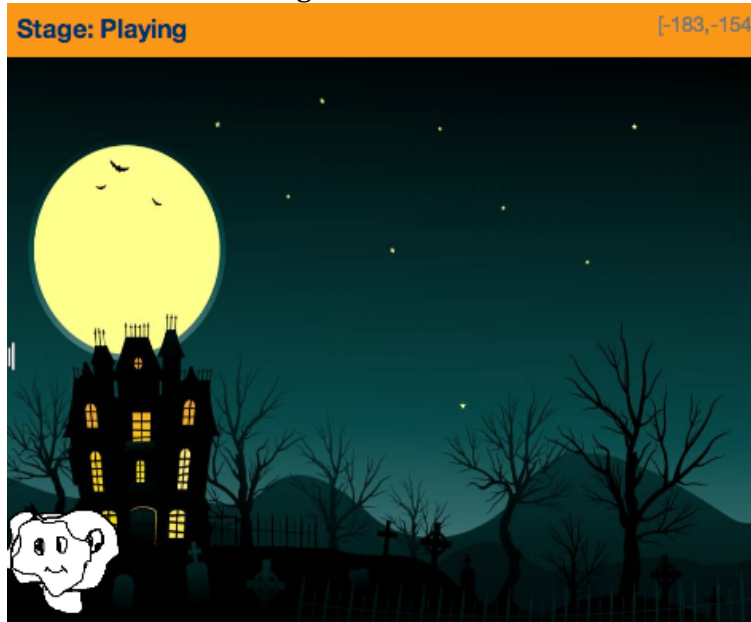
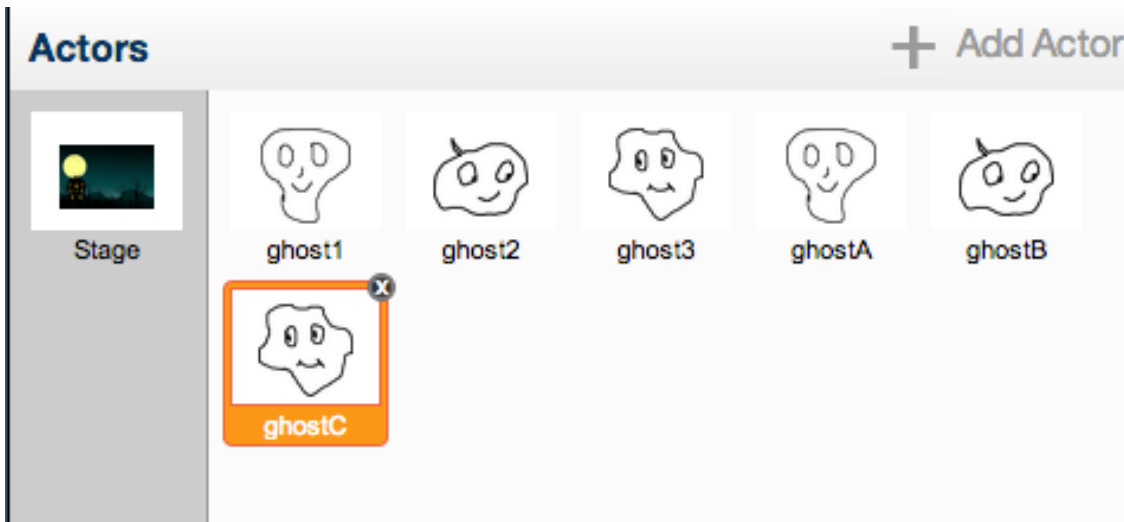


Halloween Tynker Project

1. Open a new project and save it as Halloween
2. Choose a background



3. Create 6 new ghost actors. You can choose them from the library or draw them yourselves. Make sure to call them the same names as in the diagram below.



4. Add the following code for each different ghost. Then see how it looks.

Ghost1	<p>The code for ghost1 is as follows:</p> <pre>when clicked forever wait .01 secs point towards mouse-pointer move distance to mouse-pointer / 10 steps</pre> <p>The code is highlighted with a green border. In the background, there is a watermark that says 'Code for ghost1' with a ghost icon.</p>
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Ghost2



```
when clicked
  forever
    wait .01 secs
    point towards ghost1
    move distance to ghost1 ? / 10 steps
```

The code for Ghost2 is a Scratch script. It starts with a 'when clicked' event block. This is followed by a 'forever' loop containing three blocks: a 'wait .01 secs' block, a 'point towards ghost1' block, and a 'move distance to ghost1 ? / 10 steps' block. The entire script is highlighted with a green border.



Ghost3



```
when clicked
  forever
    wait .01 secs
    point towards ghost2
    move distance to ghost2 ? / 10 steps
```

The code for Ghost3 is a Scratch script. It starts with a 'when clicked' event block. This is followed by a 'forever' loop containing three blocks: a 'wait .01 secs' block, a 'point towards ghost2' block, and a 'move distance to ghost2 ? / 10 steps' block. The entire script is highlighted with a green border.



GhostA

```
when clicked  
forever  
  point towards mouse-pointer  
  move distance to mouse-pointer ? / 200 steps
```



GhostB

```
when clicked  
forever  
  point towards ghostA  
  move distance to ghostA ? / 100 steps
```



GhostC



```
when clicked
  forever loop
    point towards ghostB
    move distance to ghostB / 100 steps
```

The image shows a Scratch code editor with a dark blue background. In the top right corner, there is a logo of a ghost with the text "Code for ghostC". The code is written in a block-based language. It starts with a "when clicked" event block, followed by a "forever" loop block. Inside the loop, there are two blocks: "point towards ghostB" and "move distance to ghostB / 100 steps". The entire code block is highlighted with a green border.

5. Try adding sound to make it even more spookkyyy....