

Hide and Seek

Coding a game of hide and seek to score points!



WHAT YOU LEARNT

- How to use code to make sprites react to input in Scratch
- How to add sounds to a sprite in Scratch
- How to use X and Y coordinates to position sprites

Challenge: Make your game harder

Can you add code to your game that when the background is clicked instead of the sprite that points are taken away from the score?

GOBO

```

when clicked
  set Score to 0
  go to x: 0 y: 0
  show
  say Click me to score points for 2 seconds
  forever
    hide
    wait 1 seconds
    go to x: pick random -200 to 200 y: pick random -140 to 140
    show
    wait 0.7 seconds
  
```

```

when this sprite clicked
  change Score by 1
  play sound Zoop until done
  
```