

Ghostbusters



Make a ghost-catching game in Scratch

1 Animating a ghost

Open a new Scratch project, and add a ghost sprite and a suitable backdrop. Add code to your ghost so that it repeatedly appears and disappears:

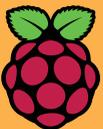
```
when green flag clicked
  forever loop
    show
    wait 1 secs
    hide
    wait 1 secs
```



2 Random ghosts

Instead of letting your ghost sprite stay in the same position, you can make Scratch choose a **random position** for it instead.

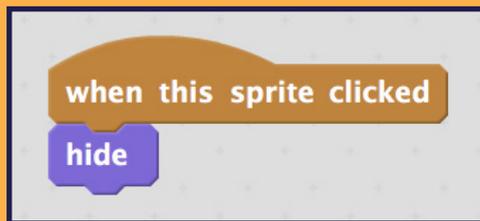
```
when green flag clicked
  forever loop
    hide
    wait 1 secs
    go to random position
    show
    wait 1 secs
```





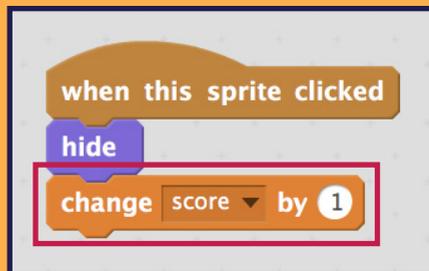
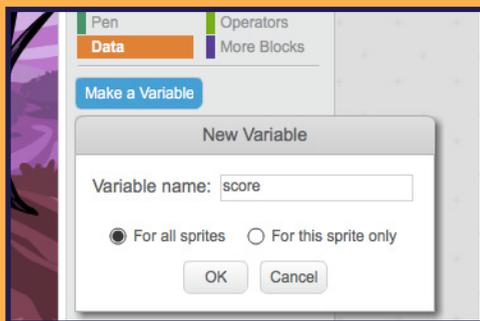
3 Catching ghosts

Add code to allow the player to click on ghosts to catch them.



4 Keeping score

Click **Data** and make a **new variable** to keep track of the player's score. **Add 1** to the player's score whenever they catch a ghost.



Challenge: more objects

Can you add another sprite to your game? How often will it appear? How many points will the player score (or lose) for catching it?



Want to learn more? Find the whole project at rpf.io/ghost
Check out many other fun projects at rpf.io/projects