



# 'Stay Alive!' frog game

Draw your lily pad and water (or other background) using the tools in Scratch.



Choose your sprites (predator and prey):

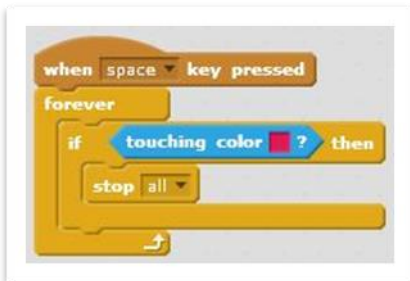
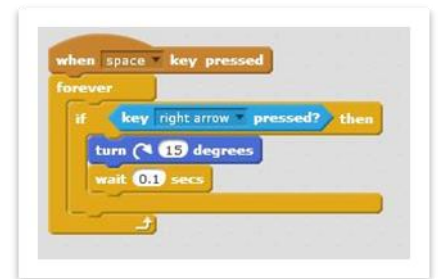


Tell your prey how to move:



Decide how your prey will be controlled. Think about:

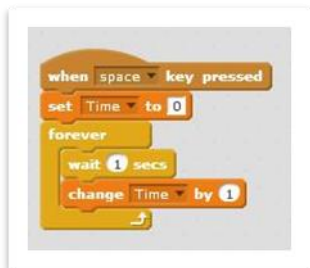
- Which key will start your game?
- What will make your prey turn left or right? By how many degrees at a time?



Tell your sprite what to do when it touches the colour of the frogs' tongues.

## Challenges!

Add a timer so that the player can measure their achievement



Use the 'switch costume' command to make the frogs' tongues flick in and out (hint: you will need to create a second costume and edit the frog as a bitmap)

