

Shark



```
when clicked
  set Eatern to 0
  point in direction 90
  go to x: -164 y: -116
  forever
    point towards mouse-pointer
    move 10 steps
    if on edge, bounce
    next costume
    wait 0.1 secs
    if Eatern = 3 then
      stop all
```



```
when clicked
  show
  point in direction 0
  go to x: 194 y: -127
  set Eatern to 0
  repeat until touching Shark ?
    move 10 steps
    if on edge, bounce
  change Eatern by 1
  hide
  stop this script
```

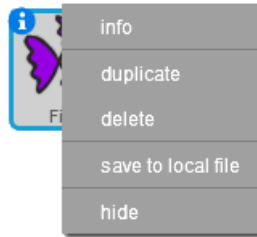


```
when clicked
  show
  point in direction 85
  go to x: 0 y: 0
  set Eatern to 0
  repeat until touching Shark ?
    move 12 steps
    if on edge, bounce
  change Eatern by 1
  hide
  stop this script
```



```
when clicked
  show
  point in direction 93
  go to x: 7 y: 106
  set Eatern to 0
  repeat until touching Shark ?
    move 10 steps
    if on edge, bounce
  change Eatern by 1
  hide
  stop this script
```

Shark



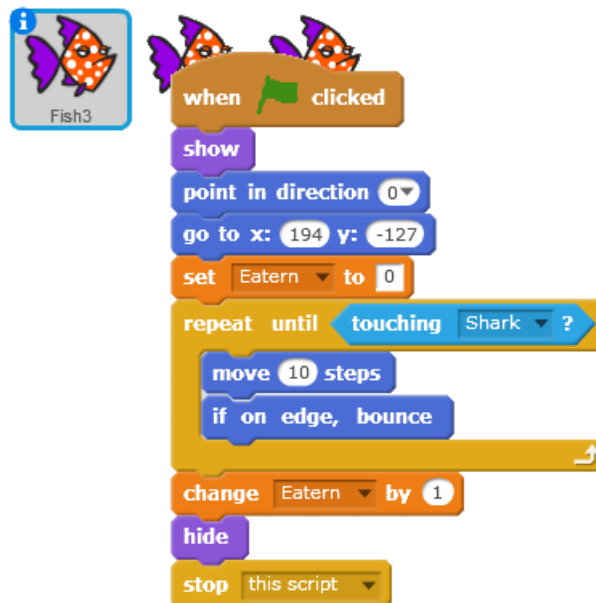
To make similar sprites or duplicate copies there is no need to do all the code blocks again.

If the sprite has the same costume right click on the original sprite and choose duplicate.

The code and code will be identical. If small changes are required then make these in the duplicated sprite. Note in this challenge some o the numbers in some blocks have been altered.

Look at the code blocks and make the necessary changes.

What happens when the numbers are different , play with changing them!



Click on the blocks (code) for the first fish.

Then drag the code across to the other fish then release the mouse button.

A duplicate block of code will be made for the other fish.

This could be useful if you want a fish with a different costume