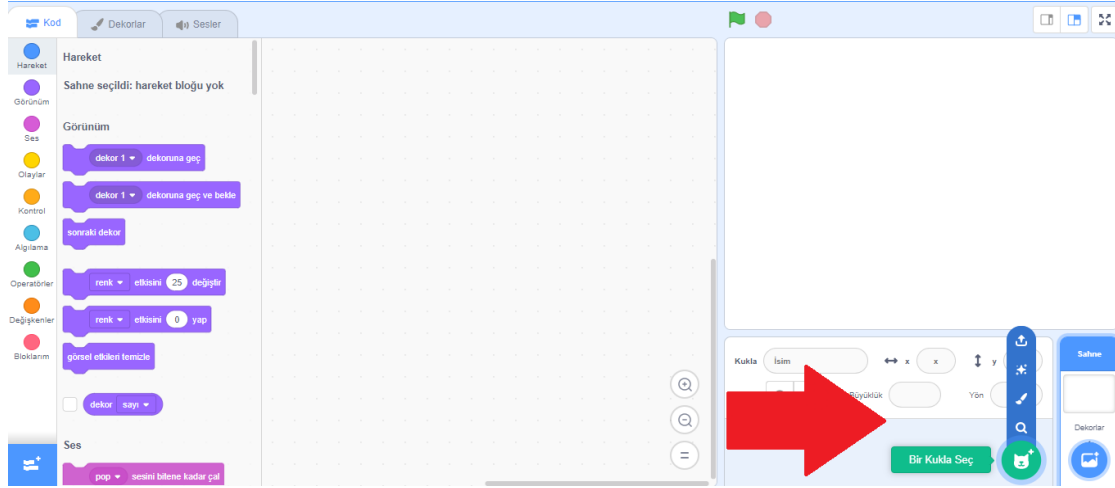
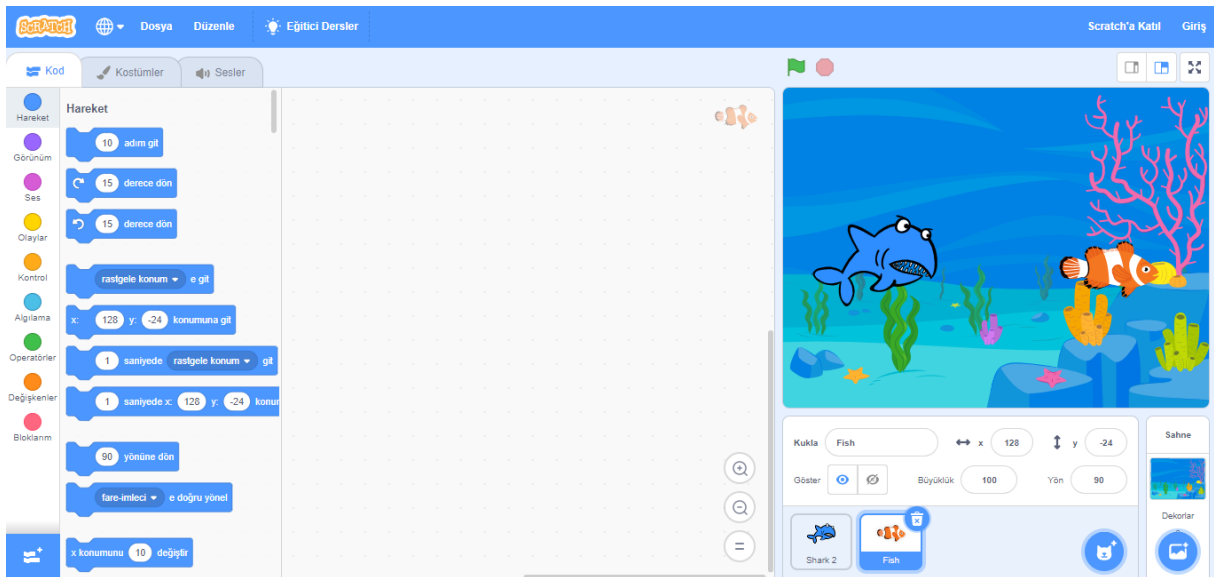


## Fish Eating Game

Let's start by getting our puppets.

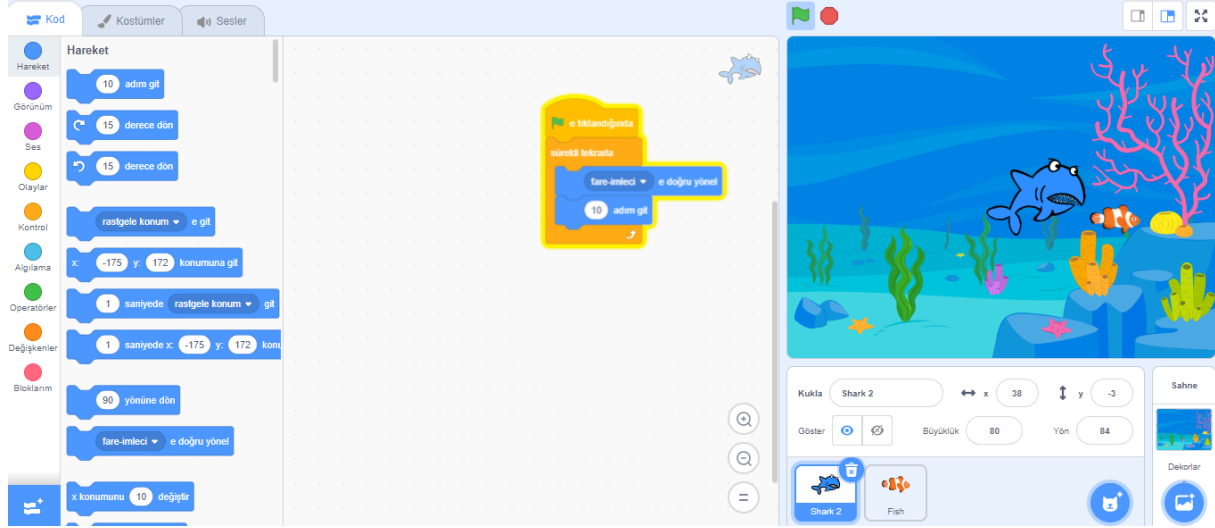


In this activity, we have two puppets: one is "Shark 2," and the other is "Fish." After that, we select the "Underwater 1" set from the decorations.

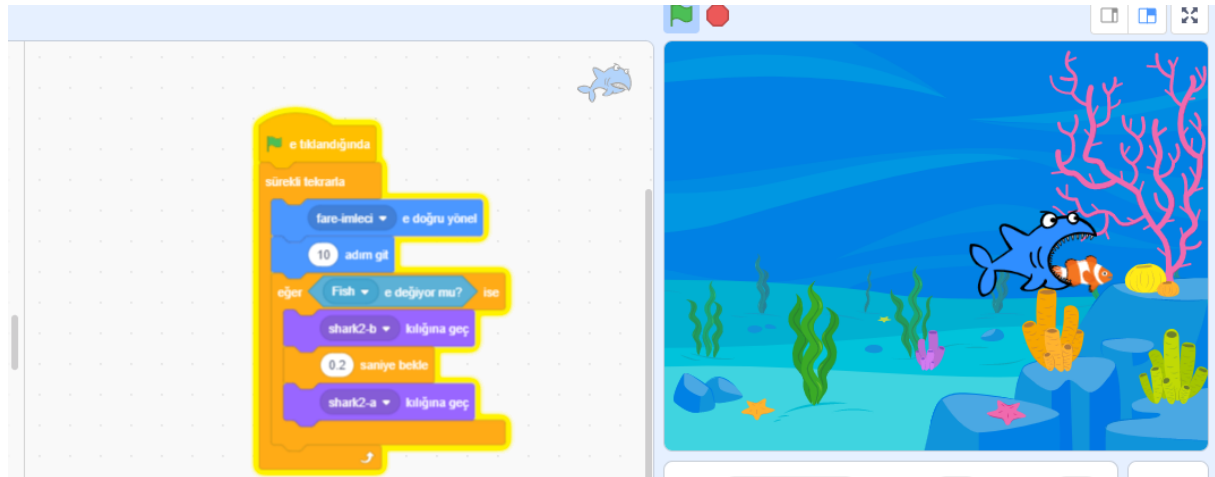


In this application, we will make our puppet "Shark 2" follow the mouse and eat the visible fish. The score will increase by 1 every time Shark 2 eats a fish. Let's start coding.

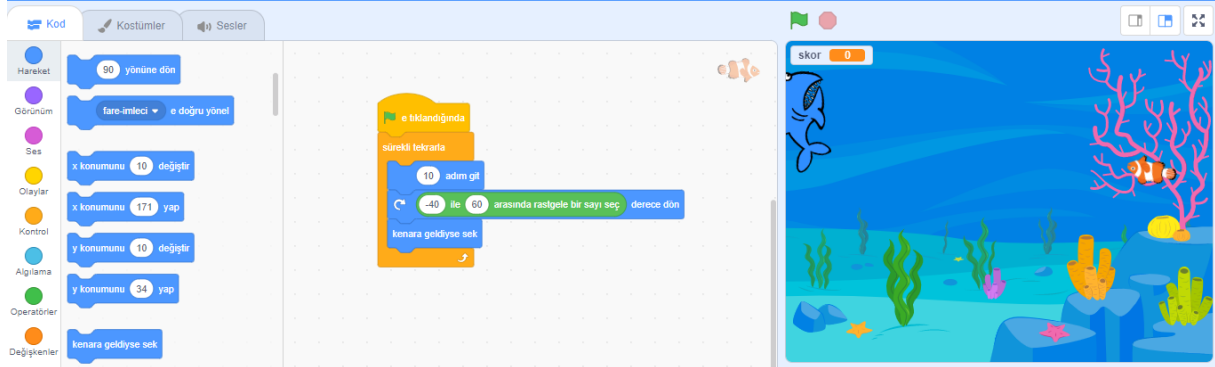
First, we set the size of our puppet "Shark 2" to 80. Then, we add the command "When Flag Clicked." After that, to make it follow the mouse, we use the "go 10 steps" block from the motion section and then add the "point towards mouse pointer" block.



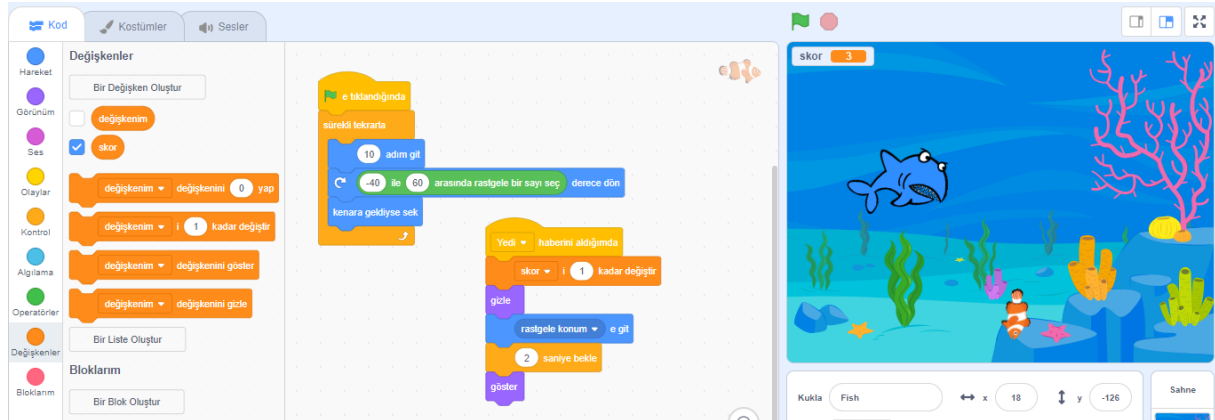
After that, we add command blocks for our puppet to open and close its mouth when it sees a fish.



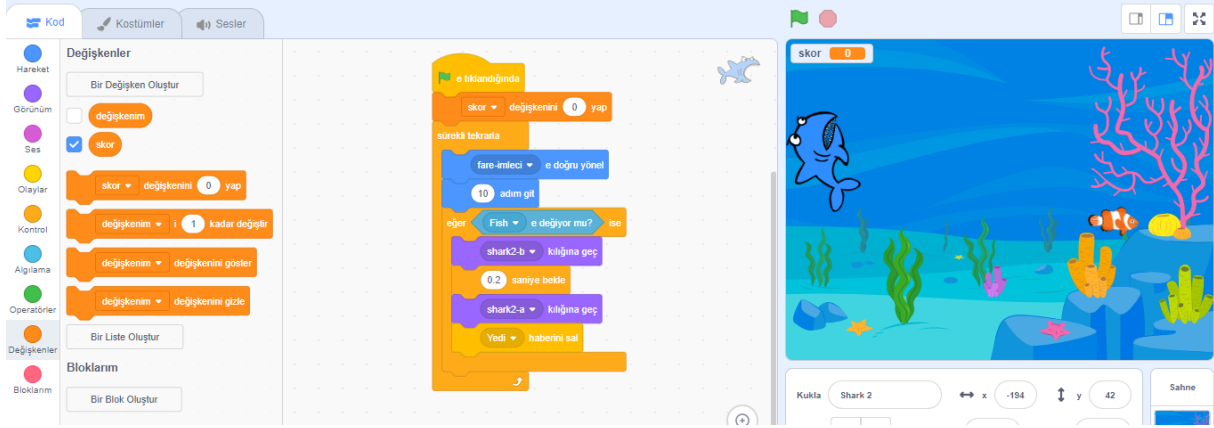
Now, to increase the score by 1 each time we eat a fish, we'll assign a score variable to our puppet "Shark 2" in the variables section and set its initial value to 0. Finally, to detect when a fish is eaten, we broadcast the "Ate" message.



Now, let's write the code for our fish. We want our fish to move randomly in the water. Additionally, we want it to wiggle as it moves and flick when it reaches the edge. To make the fish swim like a real fish, we need to use operators. We combine the "pick random" block from the operators section with the "turn" block from the motion section, setting the range of random numbers between -40 and 60. This will create a wiggling motion for our fish.



After that, when our fish receives the "Ate" message (indicating it was eaten by Shark 2), we add the necessary code blocks for it to hide and reappear in a different position after 2 seconds. Additionally, when it receives the "Ate" message, we take the necessary code block from the variables section to increase our score variable by 1.



Finally, by using the other costumes of our Fish puppet, we increase the fish population, and our application is complete.

