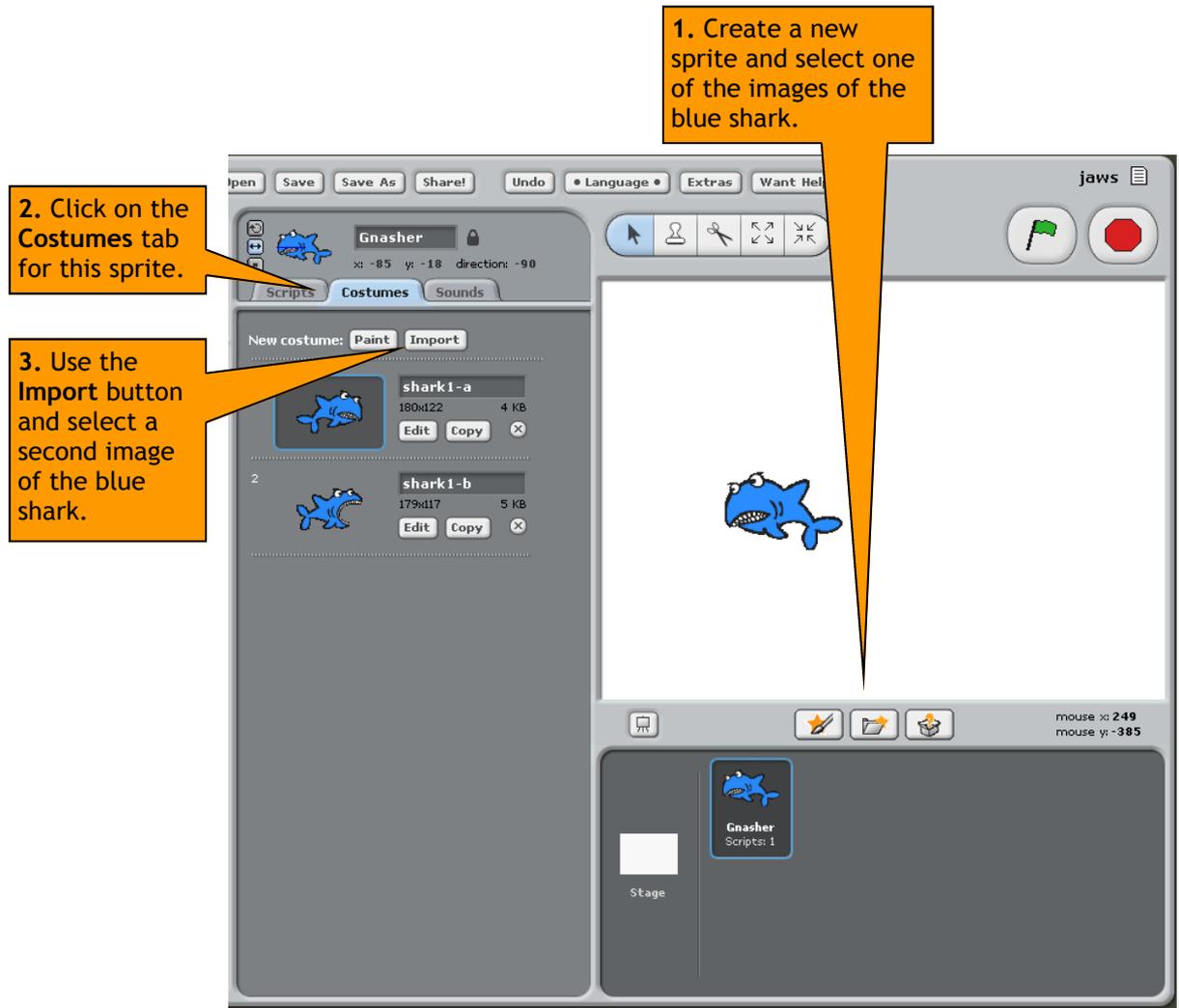


Other ideas to try in your aquarium

1. Getting a fish to bite

Add a shark into your aquarium, and make it bite. Uses different costumes for the sprite, and changing costume to give the sprite a different appearance.



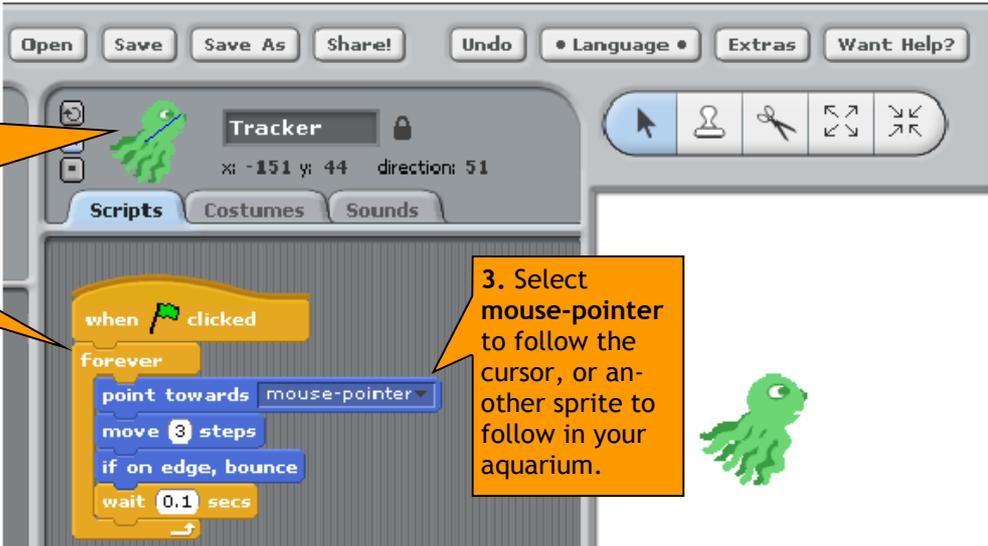
4. Click on the Scripts tab, enter the script shown, and run it.

Note:
The next costume command repeatedly cycles through the costumes that belong to the sprite.



2. Follow a fish, or the mouse pointer

Shows how to create a fish that will follow another fish, or the mouse pointer.



1. Create a new sprite of your choice, or select one of your existing sprites.

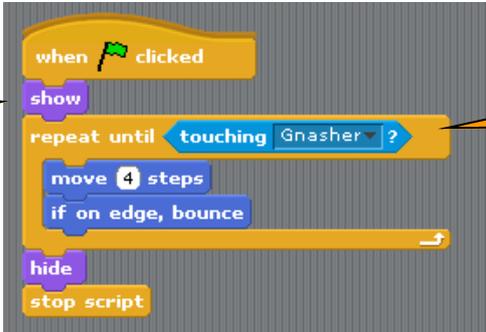
2. Enter the script as shown.

3. Select mouse-pointer to follow the cursor, or another sprite to follow in your aquarium.

```
when clicked
  forever
    point towards mouse-pointer
    move 3 steps
    if on edge, bounce
    wait 0.1 secs
```

3. Make a fish disappear

This script shows how to make one of your fish disappear when it runs into the shark in your aquarium.



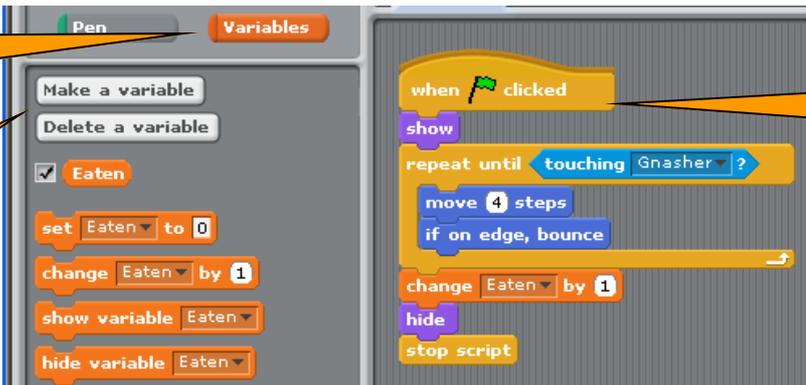
1. Make sure your fish is displayed at the start.

2. Select the sprite that causes your fish to disappear.

```
when clicked
  show
  repeat until touching Gnasher
    move 4 steps
    if on edge, bounce
  hide
  stop script
```

4. Count number of fish that disappear

This script shows how to create a variable that will count how many fish disappear (the “change Eaten” command needs to be added to each fish).



1. Select Variables commands.

2. Make a Variable called Eaten

3. Enter the script as shown.

```
when clicked
  show
  repeat until touching Gnasher
    move 4 steps
    if on edge, bounce
  change Eaten by 1
  hide
  stop script
```