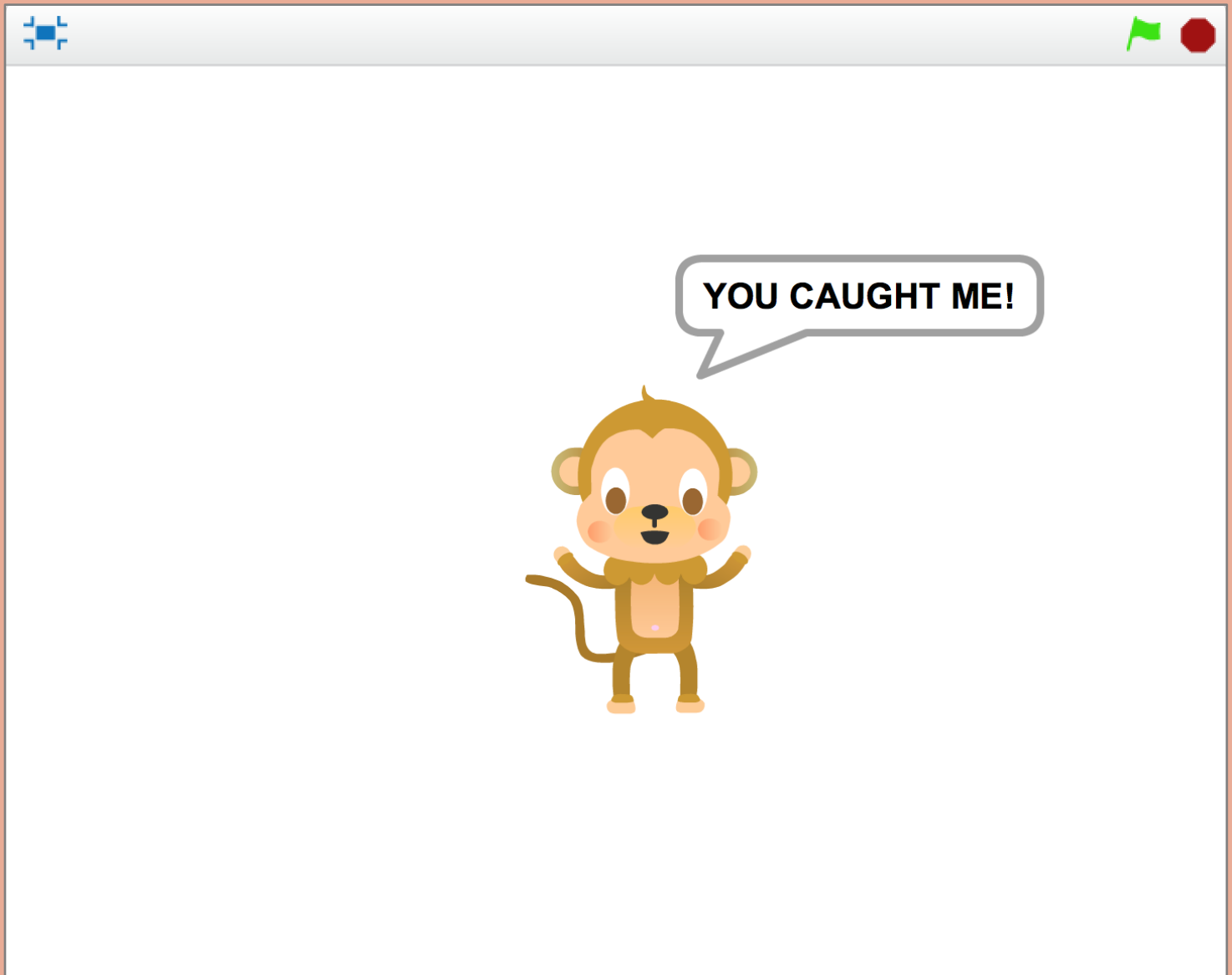


Naughty Monkey



Capture the naughty monkey by clicking on him with the mouse pointer.

Code It

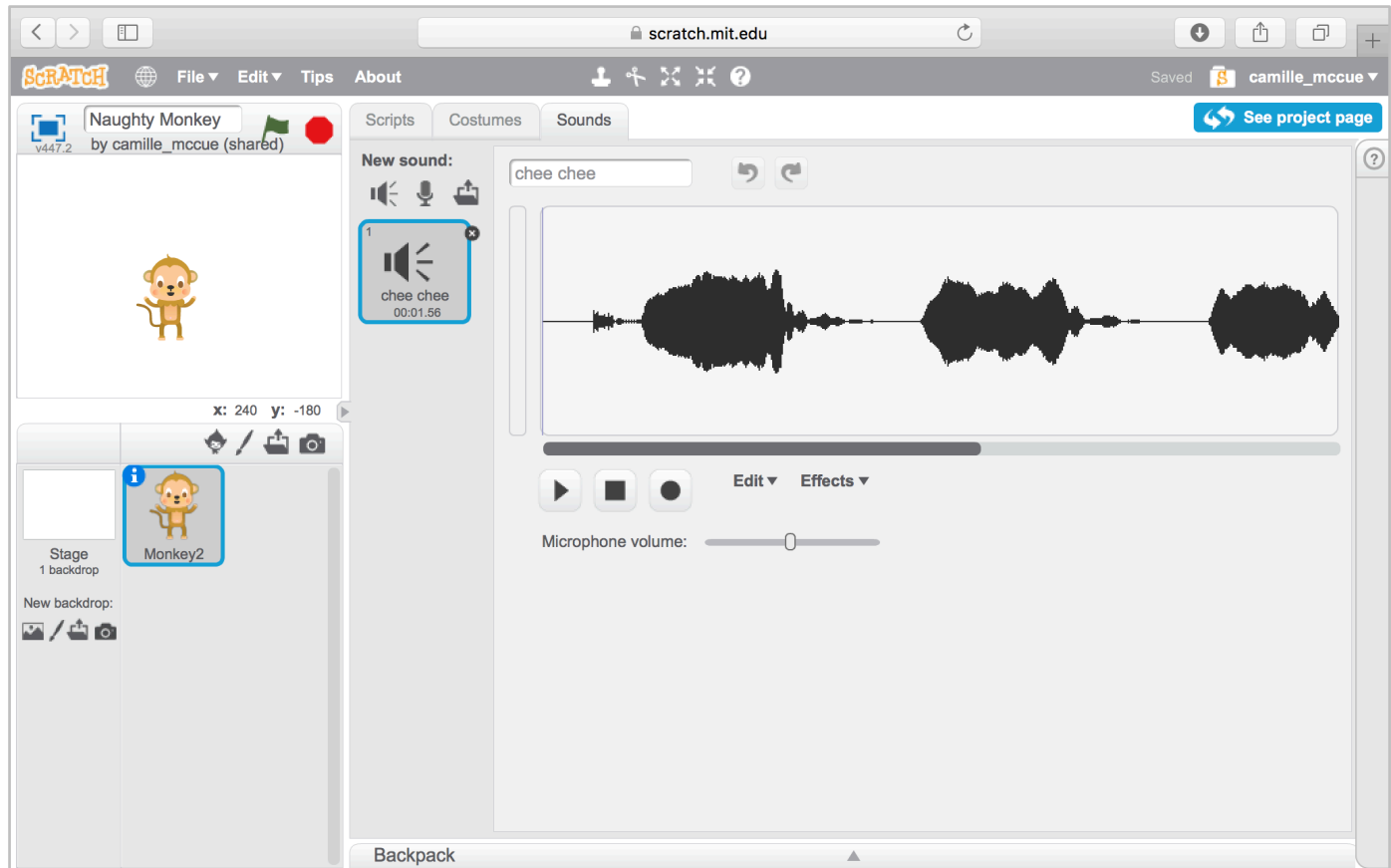
Add a monkey sprite that contains three costumes. Write a script that forever sets the monkey at a random position. Write another script that halts the monkey and announces his capture when he is clicked.

Play It

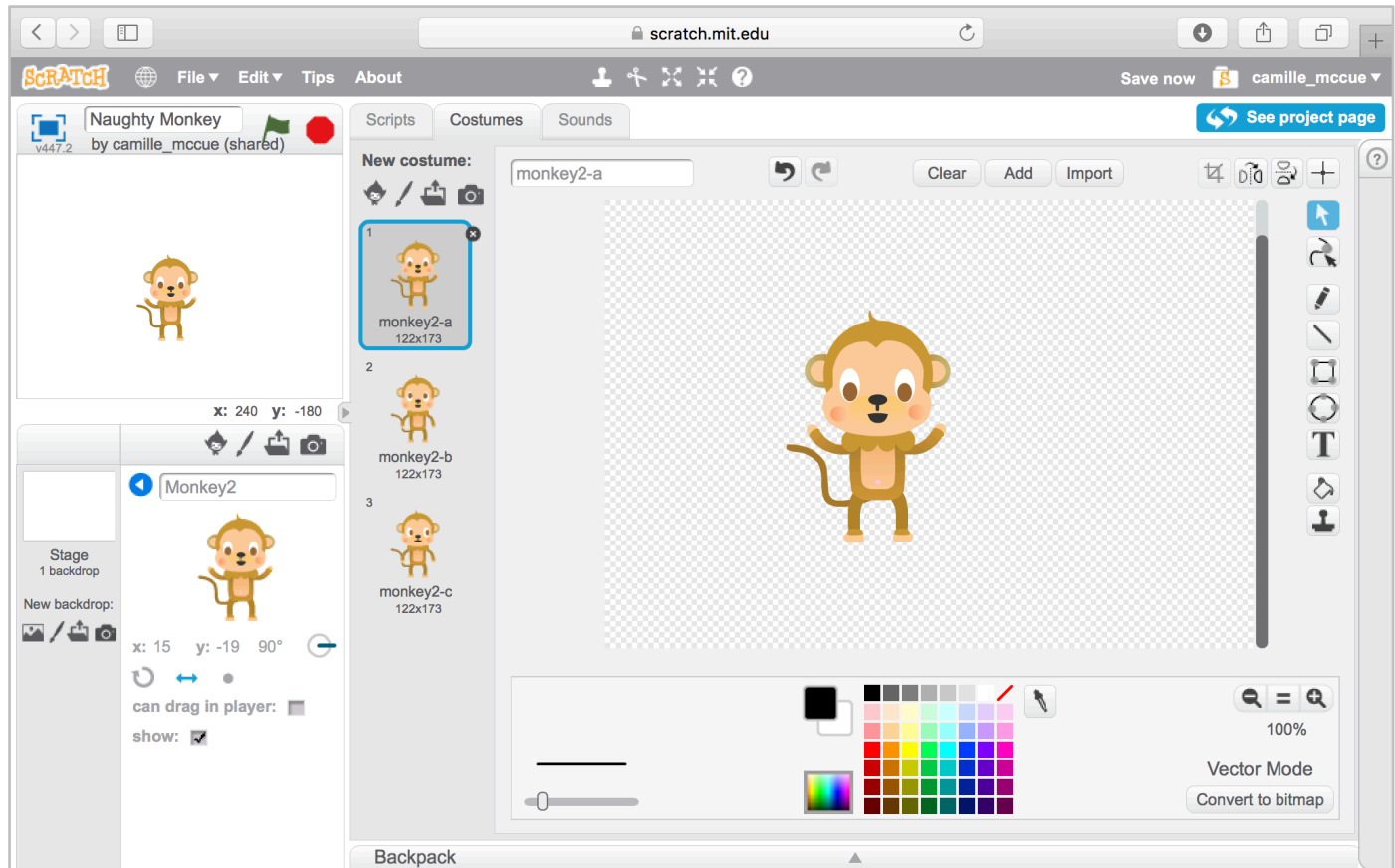
Start the monkey leaping around the screen by clicking the green flag.

Naughty Monkey

Monkey Sprite – Sound



Monkey Sprite – Costumes



Naughty Monkey

Monkey Sprite – Scripts

The screenshot shows the Scratch IDE interface for a project titled "Naughty Monkey" by camille_mccue. The main workspace displays a monkey sprite with the following script:

- when clicked** (green flag clicked event)
 - play sound **chee chee**
 - forever** loop:
 - go to **random position**
 - wait **0.5 secs**
 - next costume
- when this sprite clicked** (sprite clicked event)
 - stop **other scripts in sprite**
 - say **YOU CAUGHT ME!** for **3 secs**

The left sidebar shows the "Scripts" palette with categories: Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, and More Blocks. The stage area shows the monkey sprite "Monkey2" at coordinates (240, -180). The backdrop area shows "Stage 1 backdrop" and "New backdrop" options.

Extend It

Add an additional character to catch! Add sound effects for the character.