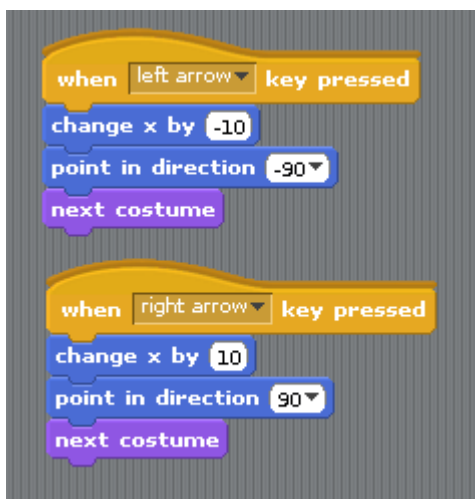# Walk like an Egyptian(cat)

1 The cat sprite already has the ability to look cool when it walks.

It does this by using costumes. Costumes are just different pictures you can swap to make it look like something is happening. Have you ever made a flip book ? You draw pictures in the book and flick through the pages quickly with your thumb to make them move.

Click on 'Costumes' up at the top to see the two pictures of the cat walking.

Click on 'Scripts' again and we will put them to use.

Add in two 'next costume' commands from the Looks button in the top left. :

These should go on the left and right buttons only

You do not need them on the up or down button.

2 To make other things in the game work we will need to add some variables.

Think of a variable as a cardboard box with the name written on the outside. We can put a number inside it and then check on it later. For example we could have a box with score written on it. We could place a number inside for the value of the score. When the player scores we check what number is in the box and add on one.

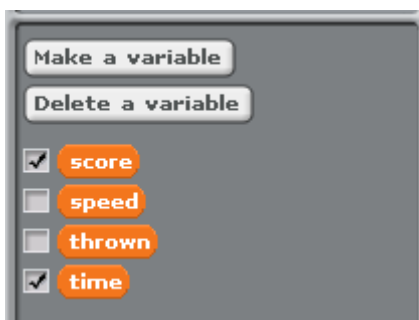Click on variables (in version 2 of scratch this is called data)

Click on 'make a variable' and make sure the dot is in the 'for all sprites' option.

Set the name to 'score'

Do the same again and call this one 'speed', repeat again and call it 'thrown' and one last time and this one will be called 'time'

Remove the tick next to 'speed' and 'thrown' so they do not show up on the game screen.

It should now look something like this :

3 We need to set some values (or put some numbers into those boxes) at the start of the game to get going. Add a new piece of code. The light orange bit comes from 'Controls' and the darker orange lines come from 'Variables'.

The line will say 'set score to 0'. Pick up this line 3 times and then change it to the other names and make sure you get the values set right :