

# The bad guy is coming

**1** Games are not much fun without bad guys. Lets add one :

Click on the middle button again and pick a bad guy. I found my one in the fantasy folder. I picked the snowman.



For the code part, we would like to make the bad guy follow the cat. This is quite easy to do. We make a loop and each time it goes round we tell it to point towards the cat (sprite 1) and to move one step forward.



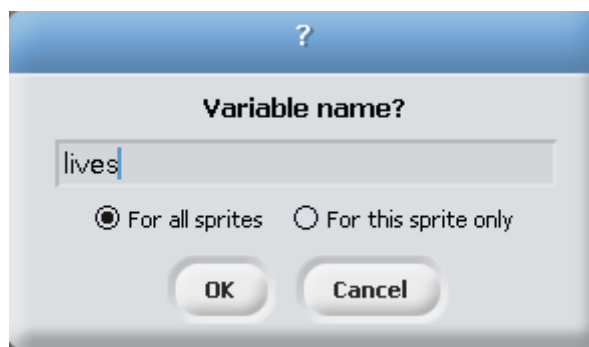
Would you like to test it ?

Double click on the word 'repeat' and it will start to run. Move the cat.

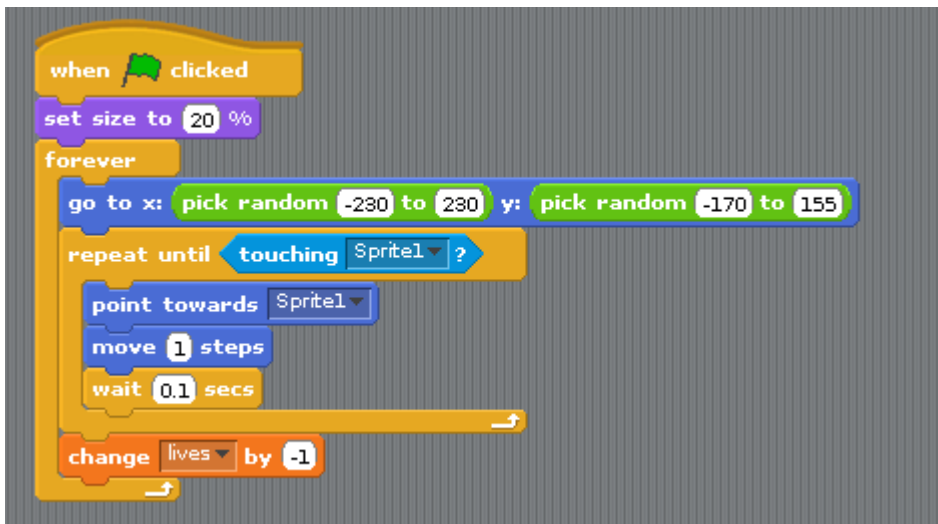
What happens ?

Can you run round the bad guy ?

**2** We need another variable. Go into the variables area (or data) and add another variable on. This one will be called 'lives' :



**3** Now add that variable 'change lives' into the existing code and add a few other bits so it works the way we want it to :



So the code will now run when you click the green flag (the start of the game). It will set the size so it is a little smaller and then start to loop forever.

Each time it loops will be one life for our cat. It places the snowman in a random place on the screen. It then starts the inside loop we did earlier which makes the snowman walk until he gets to the cat. When he does, we take a life off the cat and then the snowman loops again and jumps to a new location.

The 'wait 0.1 secs' is a delay to slow the snowman down.

You can make this number bigger or smaller to make the game harder.

0.5 would make him go sloooooooooooooooooow

0.05 would make him pretty fast.

What number works best for you ?