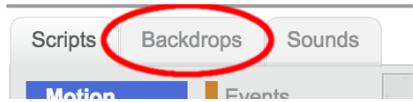# Bendy Snake

1
1. Delete the Cat sprite.
2. Create a new sprite and select the "Ball" sprite

Ball

2
Select the white stage background and then the backdrops tab. Fill the background with black using the paintpot tool.

Scripts   Backdrops   Sounds
Motion   Events

3
Create a script on the ball. When the green flag is clicked:
1. Set size 50%
2. Clear the screen

clear

4
Set up a forever loop and each time through:
1. Make the ball point towards the mouse pointer
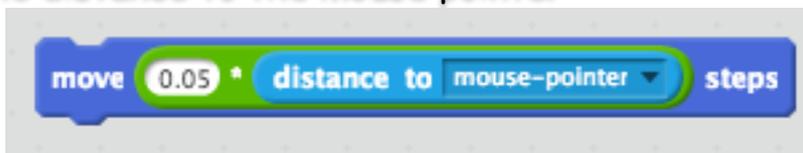2. Move 4 steps
3. Stamp itself onto the background

stamp

5
Make the tube's light and shadow more "correct" making the ball point in direction "right (90)" just before stamping.

6
Make the motion smoother by:
Instead of always moving 4 steps, move a small fraction of the distance to the mouse pointer

move 0.05 * distance to mouse-pointer steps

7
Make it only "stamp" when space bar is pressed

8

Before stamping set the size to be 15 plus 0.25 times the the distance to the mouse pointer.

This will make the ball smaller when it is near the mouse pointer and larger when it is far away.

`set size to ( 15 + 0.25 * distance to [mouse-pointer ▼] ) %`

9

1. Create another sprite using the orange "Ball" from the library
2. Go to the costume tab and select "ball-b"
3. Set up a forever loop when green flag is clicked

ball-b

10

We want this sprite to move as a "mirror image" of the existing orange sprite (which is called "Ball"). We can set the x position like this:

`set x to ( -1 * ( x position ▼ of [Ball ▼] ) )`

11

Set the Y position the same way

12

Set the size to be the SAME as the size of the "Ball" sprite (do not multiply it by -1).

13

As with the other one, make it stamp itself onto the background when space is pressed.

Bendy Snake
Extra challenges

1. Create a fadeout mode. To do this, create a new sprite which is just filled with black. Then create a script which sets the ghost effect to 99. Then each time round a forever loop it stamps itself onto the background. Make it so this only happens when [f] key is held down.

2. Make pressing [R] clear the screen

3. Make a "Stripy" mode which switches the costume on each sprite from orange to blue every 0.1 seconds.

4. Make some "splash screen" text which shows the title of the program and the keys you can press. Make it disappear when [Space] is pressed.