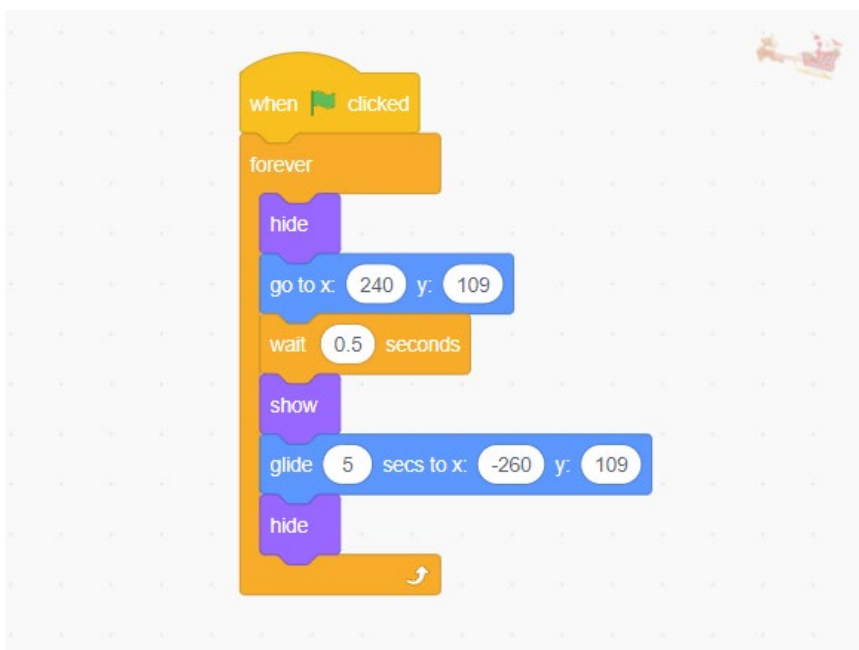# Catch the Christmas Presents!

1: Select a background or upload one.
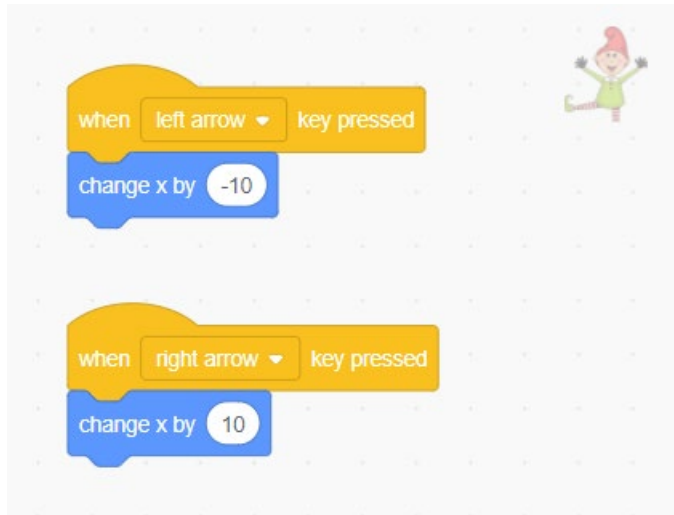
2: Sprite for Santa's sleigh.

Get a picture on the web for the costume. Code for Santa's Sleigh – just keep gliding across the sky:

3: Elf Sprite – moves over and back.

Get a picture on the web for the costume. Draw on gloves, and make sure they are a different colour from anything else in the picture, because we'll use them to test if the elf caught the present.
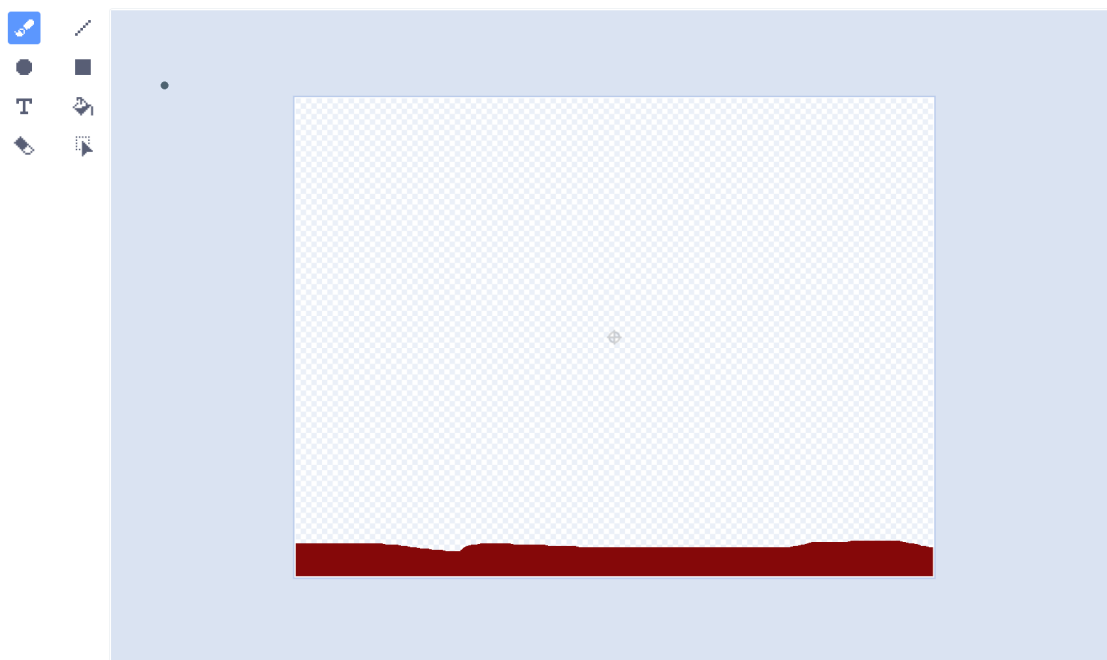
Code for elf so you can move it left/right – will make buttons instead if you have a tablet.

3: Ground sprite.

You lose a point if the present lands on the ground. This sprite has no code.

Draw this in the paint editor. We wil use this to test if the present landed on the ground.
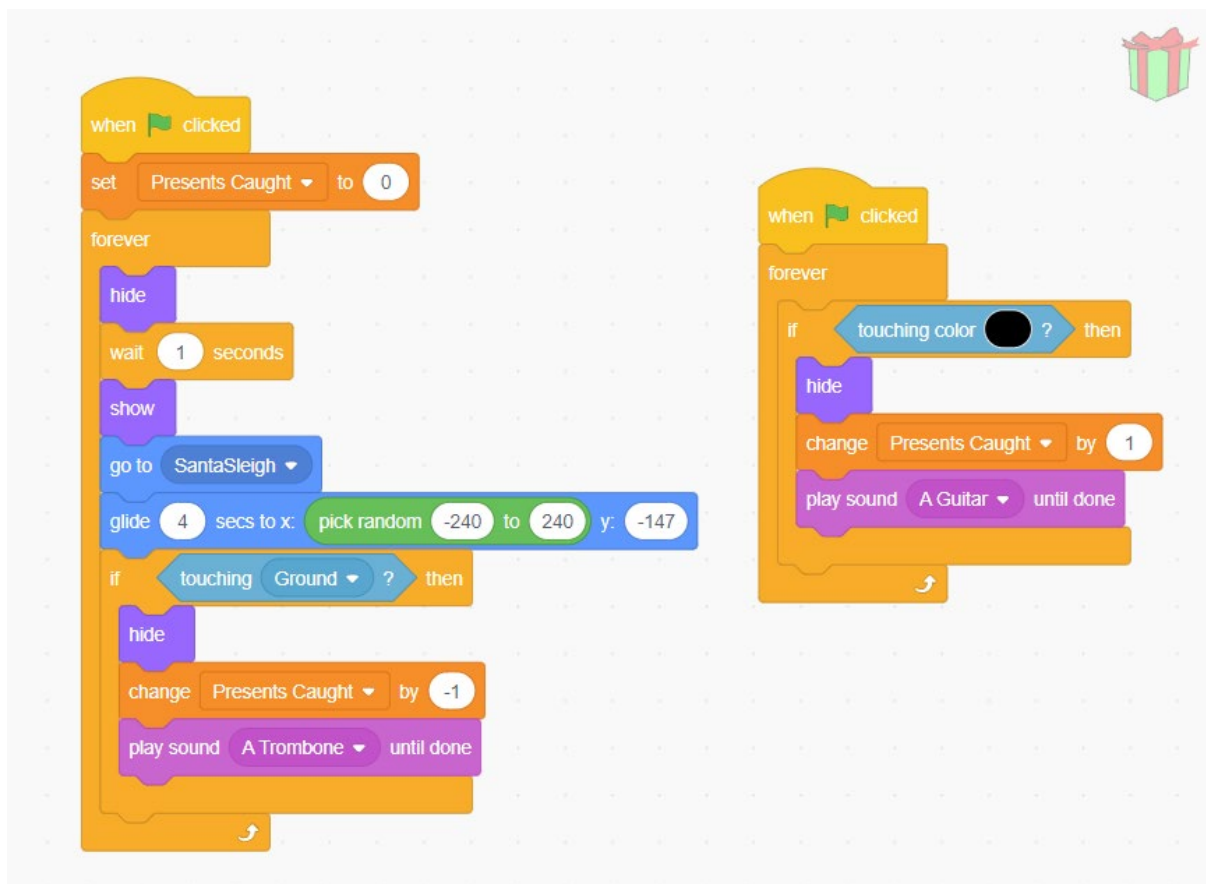
4: Gift sprite.

This one has most of the code. You can use a built-in Scratch costume. For this, you will need to create a variable called **Presents Caught**.

The gift starts at Santa's sleigh and glides to a random position on the ground.

After gliding, if it is touching the ground, play a sad sound and change score by -1.

At any time, if it is touching the colour of the elf's glove, then you know the elf has caught it, so hide it, play a happy sound, and change score by +1.

It is very important to hide the gift after the elf catches it, because the glide command continues until the final glide location, and if the gift is not hidden, it will touch the ground and you will lose a point.