

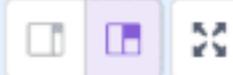
Code Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 0 y: 0
- glide 1 secs to random position
- slide 1 secs to x: 0 y: 0
- point in direction
- point towards mouse-pointer
- change x by 10
- set x to 0
- change y by 10

```

when green flag clicked
  move 10 steps
  play sound Meow until done
  
```



Sprite: Sprite1

x: 0 y: 0

Show:

Size: 100 Direction: 90

Stage

Sprite1

Backdrops

1

