

day64 Scratch timer  
Due Monday 2/26/24

Today we will use the timer to see how long something takes.

The timer is in the Sensing group of blocks and has two blocks:



Your task:

- Set a fun background
- Delete the cat and create a sprite of your own choosing.
  - This sprite goes to a random location, resets the timer, then points towards the mouse pointer and moves towards it slowly forever.
  - When it touches the mouse pointer, it says how long it took to get to the timer in a say for 2 seconds block, then the timer resets, the sprite goes to a new random location, and keeps going
- Your program keeps track of the shortest and longest times in variables that show on the screen all the time. Set the shortest time by default to 1000 and the longest time by default to 0 when the green flag is clicked. Whenever a new record is made (shortest or longest) say so.

Call me over to show me your program when you are done, then turn in a share link.