AGARIO CHALLENGE

Build an Agario-like game (see agar.io) in Scratch in which:

- There are at least 3 sprites (Agario, Enemy, and Food)
- The agario cell follows your mouse-pointer
- Enemies move randomly
- Food and enemies clone themselves
- Agario and enemies get bigger and slower by eating other sprites
- The game ends when agario gets eaten by an enemy

Check out intro Video Tutorials at scratch.mit.edu/help/videos/ or search youtube for “Scratch Agario” ideas. Try out these sample scripts to get rolling!

Distribute food and make it disappear when it gets eaten

Here’s one way to make agario move