

Rube Goldberg mousetrap project: <http://scratch.mit.edu/projects/25434547/#editor>

- All sprites go to their starting positions, starting angles, starting costumes, starting hide/show
- Mouse comes out
- Cheese moves backward toward mouse
- Switch switches
- Panel drops
- Car goes down ramp, changes angle, and continues across floor until it pushes the match up
- Rocket catches fire and flies up and hits bowling ball
- Bowling ball rolls off shelf and falls on seesaw
- Seesaw changes sides
- Cage flies up and over and lands on mouse