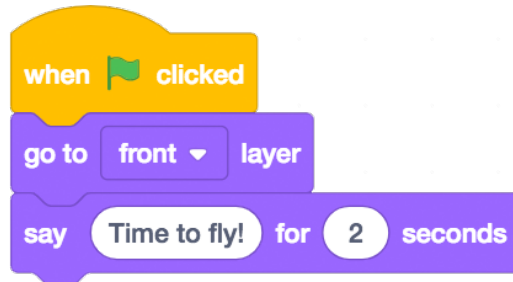


Prepare to fly

- Aim for this:

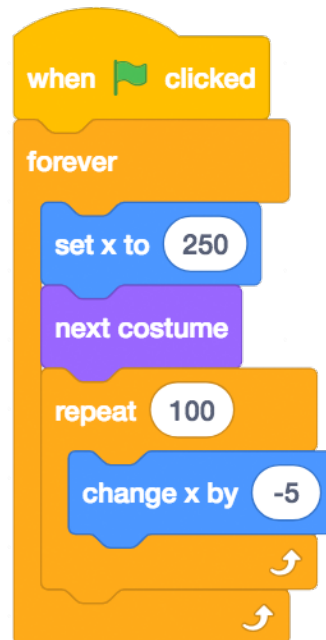


The scenery


- Add a new sprite in the shape of a building
 - new sprite → buildings
- Drag it to the side of the stage
- Now we're going to make it look like the cat is flying by making the scenery move
- Make sure you are working on the building sprite

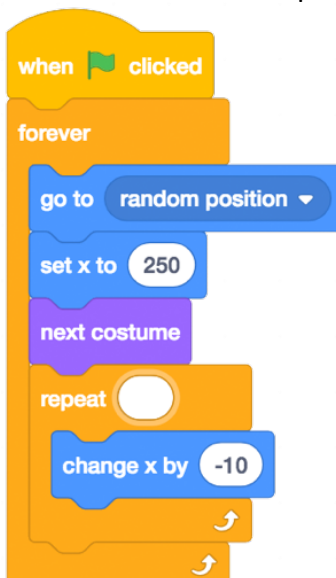


If you want to change the costume after each loop →



Painting the sky

- Click the  icon to change the colour of the backdrop to blue
- Add other thing(s) (clouds, rainbows) to the sky as a new sprite
- To make the new sprite float, add a script like this to it:



*If we wanted the animation of buildings and clouds to stop at the same time, what's the number we should put for **repeat**?*