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//Start of Independent Code
//Animal Sprites were courtesy of Code.org
//place moving clouds at the bottom of the screen
var space = createSprite(200, 385);
space.setAnimation("sky1");

var numCats = 0;
//create Cats
var cat1 = createSprite(randomNumber(50, 350), randomNumber(50, 100), 10, 10);
cat1.setAnimation("cat1");
cat1.scale = 1/6;
//end of Independent Code

//start of collaboration
cat1.setVelocity(0, randomNumber(4, 6));
//end of collaboration

//start of Independent Code
numCats = numCats+1;
function createCat() {
  if (numCats>0) {
    cat1.x = randomNumber(50, 350);
    cat1.y = randomNumber(50, 100);
    cat1.velocityY = randomNumber(4, 6);
  }
}
//create Dogs
var numDogs = 0;
var dog1 = createSprite(randomNumber(50, 350), randomNumber(50, 100), 10, 10);
dog1.setAnimation("dog1");
dog1.scale = 1/6;
//end of independent code

//start of collaboration
dog1.setVelocity(0, randomNumber(4, 6));
//end of collaboration

//start of independent code
numDogs = numDogs + 1;
function createDog1() {
  if (numDogs > 0){
dog1.x = randomNumber(50, 350);
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    dog1.y = randomNumber(50, 100);
      dog1.velocityY = randomNumber(4, 6);
    }
    }

    var dog2 = createSprite(randomNumber(50, 350), randomNumber(50, 100), 10, 10);
    dog2.setAnimation("dog2");
    dog2.scale = 1/12;
    //end of independent code

    //Start of collaboration
    dog2.setVelocity(0, randomNumber(4, 6));
    //end of collaboration

    //start of independent code
    function createDog2() {
      if( numDogs>0){
    dog2.x = randomNumber(50, 350);
    dog2.y = randomNumber(50, 100);
      dog2.velocityY = randomNumber(4, 6);
    }
    }
    numDogs = numDogs + 1;

    //create airplane
    var plane1 = createSprite(200, 300, 40, 40);
    plane1.setAnimation("plane1");

    //score counter
    var counter = 0;

    //draw clouds code
    function drawClouds(x, y, width, height) {
      if (camera.isActive()) {
        stroke(rgb(255, 255, 255));
        fill("white");
        strokeWeight(3);
        ellipse(randomNumber(97, 100), y, width, height);
        ellipse(randomNumber(47, 50), y, width, height);
        ellipse(randomNumber(147, 150), y, width, height);
        ellipse(randomNumber(247, 250), y, width, height);
        ellipse(randomNumber(297, 300), y, width, height);
        ellipse(randomNumber(347, 350), y, width, height);
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  }
}

function draw() {

//Create Background
background(rgb(135,206, 250));

//create clouds in sky
  drawClouds(100, 55, 60, 50);

//Display score
 fill("black");
    noStroke();
    textSize(20);
    text("Score: " + counter, 250, 60);

//Print Instructions
fill("black");
noStroke();
textSize(12);
text("Save the Animals by Moving the Plane Left and Right", 50, 18);

  //airplane controls
  if (keyDown("left")) {
   plane1.x = plane1.x-10;
   plane1.mirrorX(-1);
  } else if ((keyDown("right"))) {
   plane1.x = plane1.x + 10;
   plane1.mirrorX(+1);
  }

  //if plane catches animal, another appears at top
  if (plane1.isTouching(cat1)) {
   createCat();
   counter = counter + 1;

  } else if (plane1.isTouching(dog1)) {
   createDog1();
   counter = counter + 2;
  } else if (plane1.isTouching(dog2)) {
   createDog2();
   counter = counter + 3;
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    }

  //game over
  if (World.allSprites.isTouching(space)) {
      endGame();
  }

  drawSprites();
}

//Print End Game
function endGame() {
  cat1.destroy();
  dog1.destroy();
  dog2.destroy();
  plane1.destroy();
  while ((World.seconds > 0)) {
    fill("black");
    noStroke();
    textSize(55);
    text("Game Over", 55, 200);
    textSize(20);
    text("Your Score is: " + counter, 125, 300);
  }
}
//end of independent code
```