**Instructions**

The goal is to get the sharks score to 101 ( which is his energy) to stay alive.

Users move the shark with up arrow going up, down arrow going down, left arrow going left, and right arrow going right.

If the shark touches ( eats) the crab his energy level score goes up but the crab will bounce off the shark.

Once you reach 101 the game will end. ( this means the shark lives on)

**Link**

https://scratch.mit.edu/projects/251296733/#player