

1. Kyle Kazemini & Ricardo Alcantara
2. Start the game by clicking the green flag. Use the mouse to click on the balls to earn points. If you click on the purple balls, you'll lose points. Your score will be totalled at the end of 15 seconds.
3. The program uses selection in order to send broadcasts at proper times. The program uses repetition in order to keep track of time. It uses user supplied events in order to keep score of how many times the user clicks the sprite. It uses a program generated event in order to show the sprites bouncing off of the walls. The program uses communication between sprites in order to show and hide certain sprites at certain times.
4. Working in a pair helped us to solve problems quickly and efficiently. It gave both of us a different perspective to bounce ideas off of. Kyle contributed a lot of ideas for the game and wrote the reflection. Ricardo put together a lot of the code in scratch. Both of us made tweaks and solved problems in scratch.



