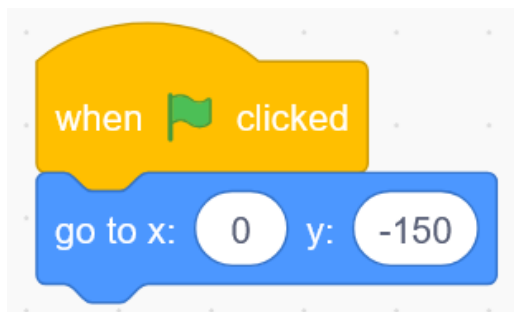


G-2 → Game Code: Catch an apple

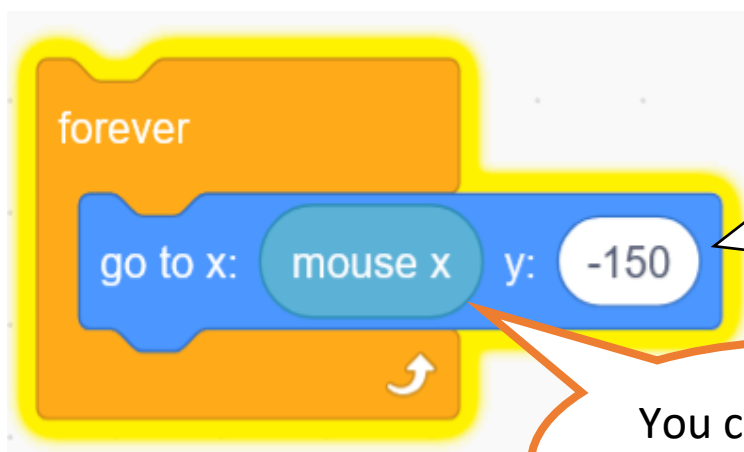
<https://www.youtube.com/watch?v=7NN5v2wSL4U&list=PLrsH46EwyUzTLPPxG5jz0wgDkvPetxj0r&index=9>



CODE FOR BOWL

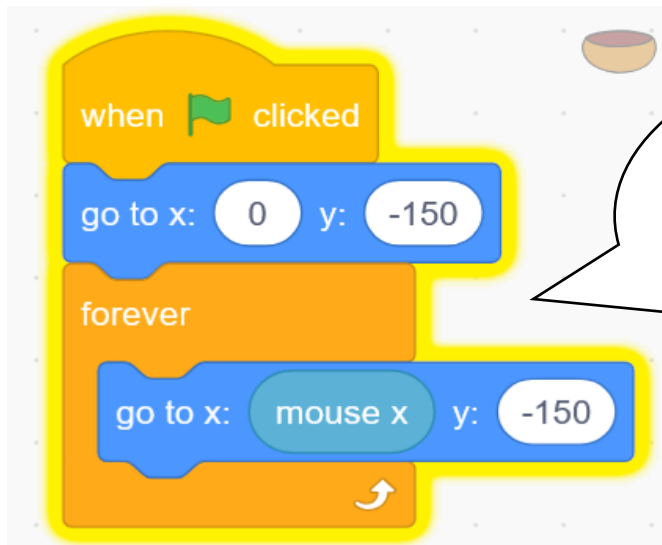


1. Set the position of bowl to be in **bottom-center**



2. Make the bowl move so that it will follow mouse pointer in **left-right** direction

You can find it in **sensing** section

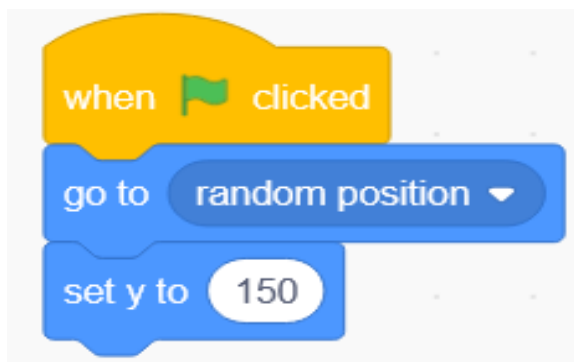


3. Join forever loop with “go to x”

Code for bowl is ready!



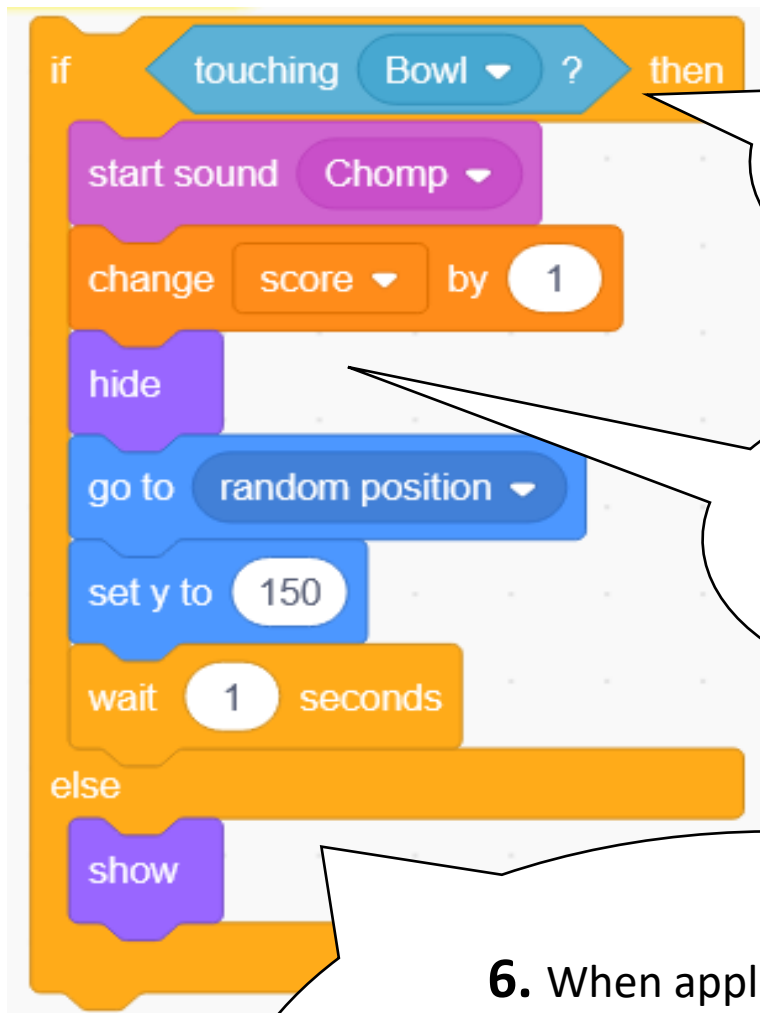
CODE FOR APPLE:



4. Make apple go to random position on top of the stage.



5. Make the apple fall down by changing y to negative value and using forever loop.

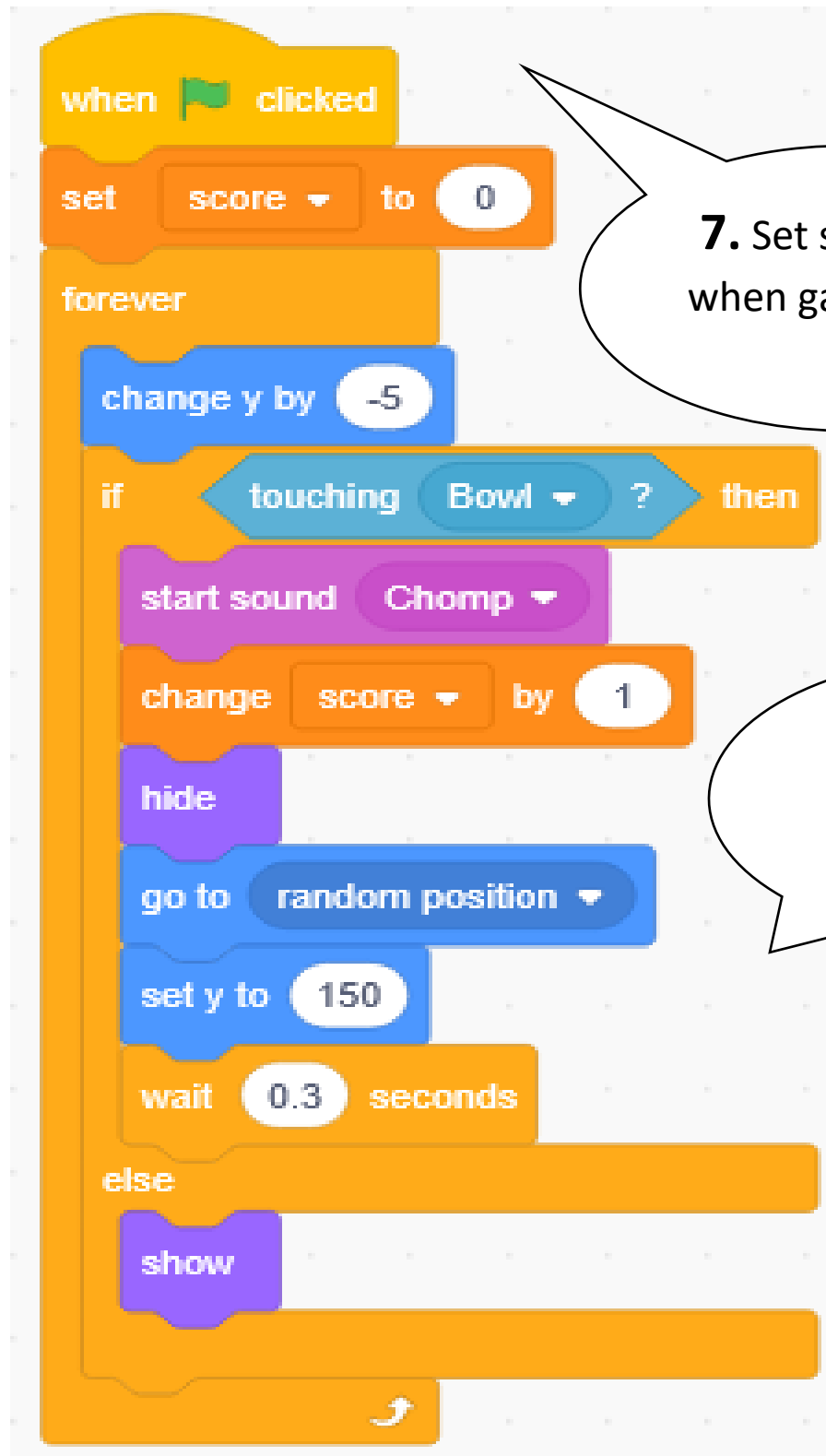


You will find
touching in
sensing section

You will find
hide and **show**
in **looks** section

6. When apple touches bowl:

1. Give sound
2. Change score from variable
3. Hide the apple using looks
4. Start the fall again
5. Add wait for 1 sec or lesser



7. Set score to 0
when game starts

Code
completed!!!
