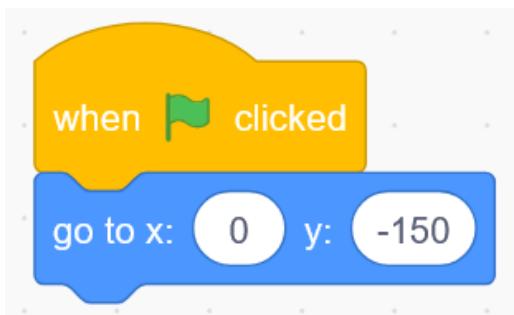


## G-2 → Game Code: Catch an apple

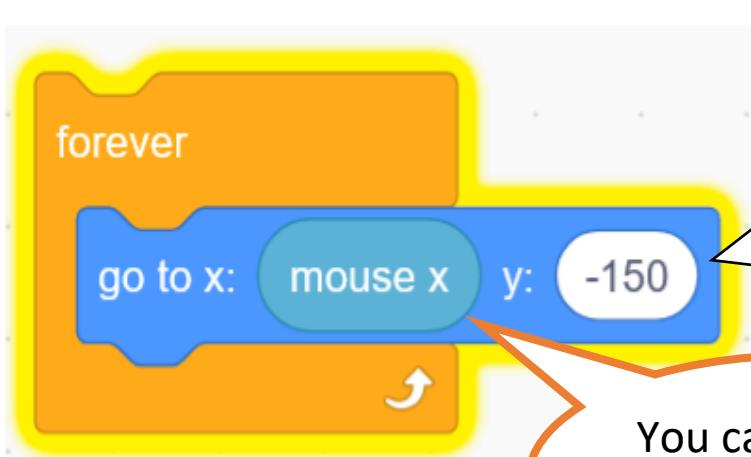
<https://www.youtube.com/watch?v=7NN5v2wSL4U&list=PLrsH46EwyUzTLPPxG5jz0wgDkvPetxj0r&index=9>



### CODE FOR BOWL

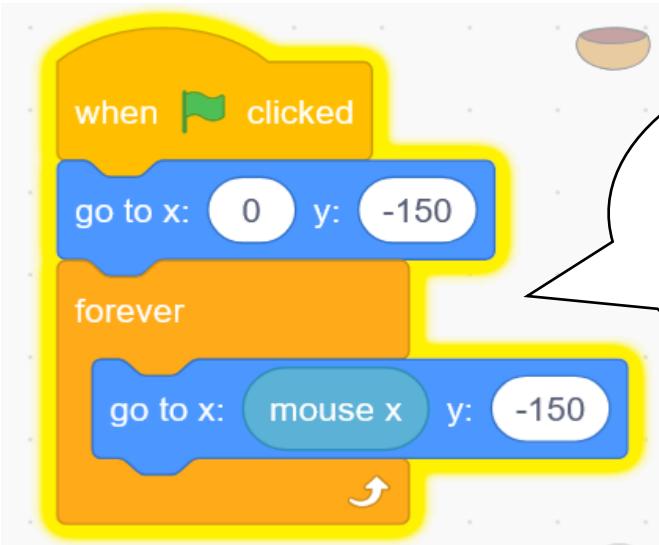


**1.** Set the position  
of bowl to be in  
**bottom-center**



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

You can find it in  
**sensing** section



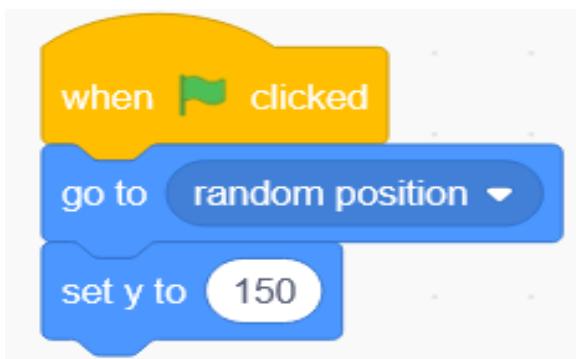
**3.** Join forever loop  
with “go to x”

**Code for bowl is ready!**

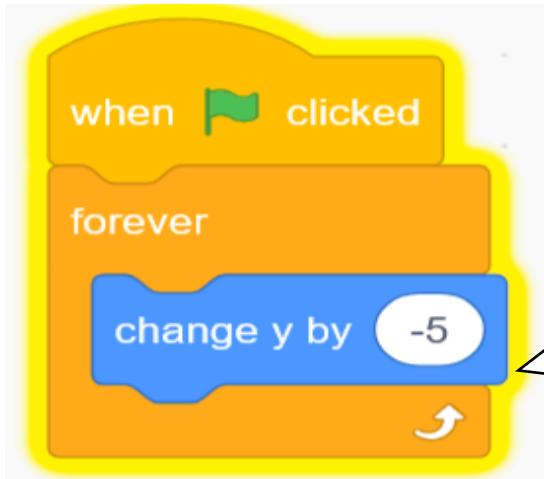
\*\*\*\*\*



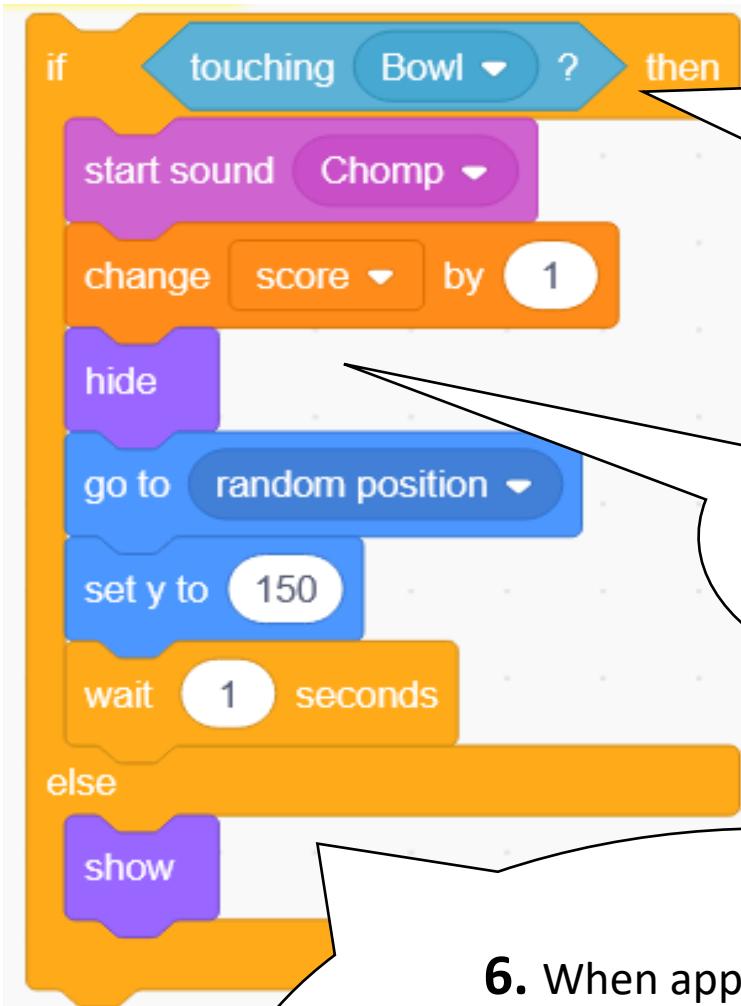
### **CODE FOR APPLE:**



**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.

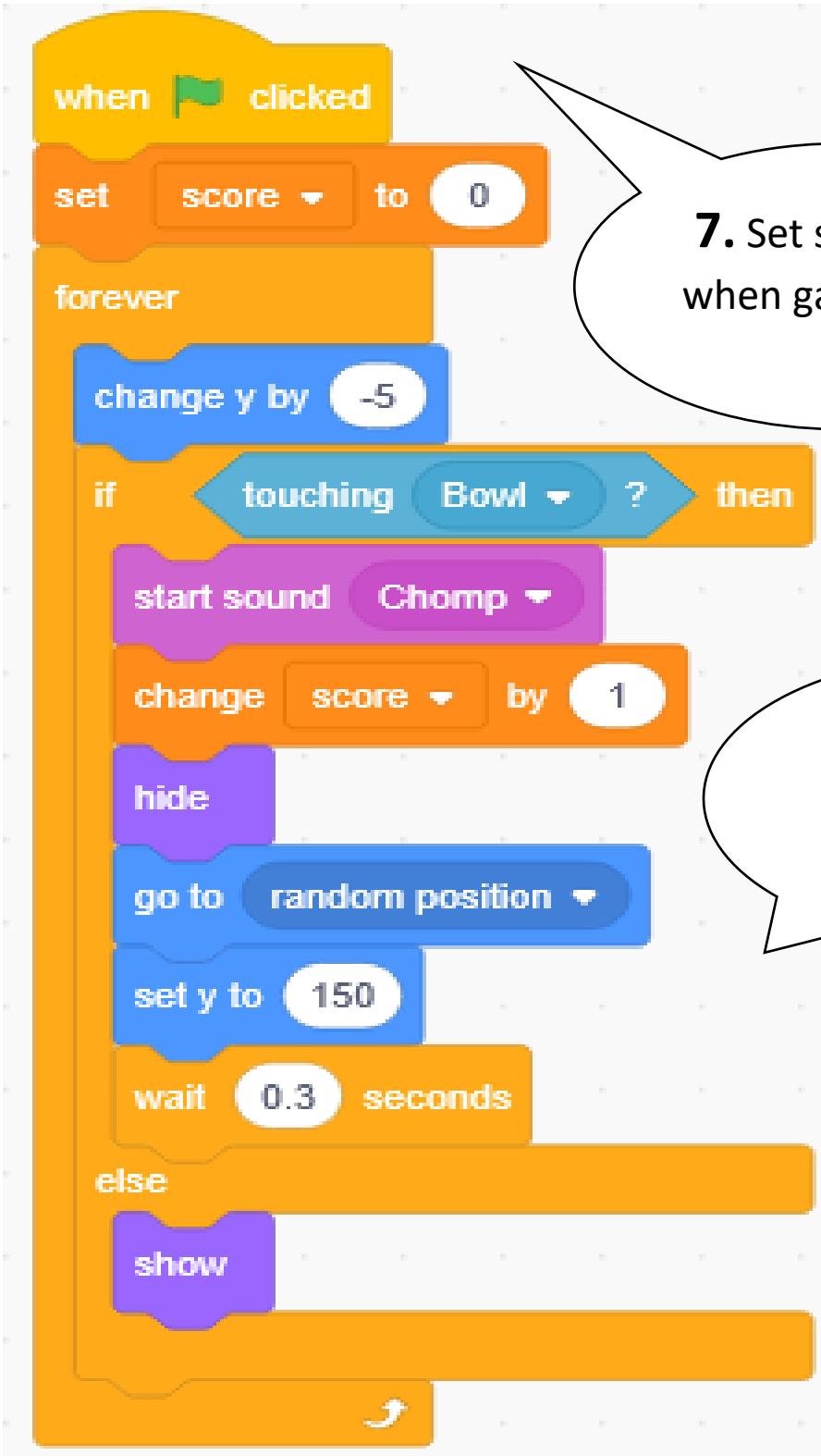


You will find  
**touching** in  
**sensing** section

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!!!

\*\*\*\*\*