var sprite\_group = createGroup();

for(var i=1; i<=4; i++)

{

var sprite = createSprite(80\*i, 350);

sprite.setAnimation("ufo\_1");

sprite.scale = 0.2;

sprite.velocityY = -4;

sprite\_group.add(sprite);

}

var sprite\_group = createGroup();

for(var i=1; i<=4; i++)

{

var sprite = createSprite(80\*i, 150);

sprite.setAnimation("ufo\_2");

sprite.scale = 0.2;

sprite.velocityY = 4;

sprite\_group.add(sprite);

}

createEdgeSprites();

function draw() {

} createEdgeSprites();

function draw () {

background("black");

sprite\_group.bounceOff(edges);

sprite\_group.bounceOff(edges);

drawSprites();

}

function mousePressed() {

for(var j=1; j<=50; j=j+1) {

var star = createSprite(randomNumber(0,400), randomNumber(0,200));

star.setAnimation("star2\_1");

}

}