Task 2: Platform Game

1. Set the beginning variables, sprites and scene.

```
on start
    set mySprite to sprite [🧑] of kind Player                    → Variables
                                                                  → Sprites
    set background image to [🏞]
    set tilemap to tilemap [▦]                                    → Scene
    place mySprite on top of random [🧰]
    camera follow sprite mySprite
    move mySprite with buttons vx 100 vy 0 ⊖                      → Controller
    set PixelToMetres to 30
    set Gravity to (PixelToMetres × 10)                           → Math
    set mySprite ay (acceleration y) to Gravity                  → Sprites
```
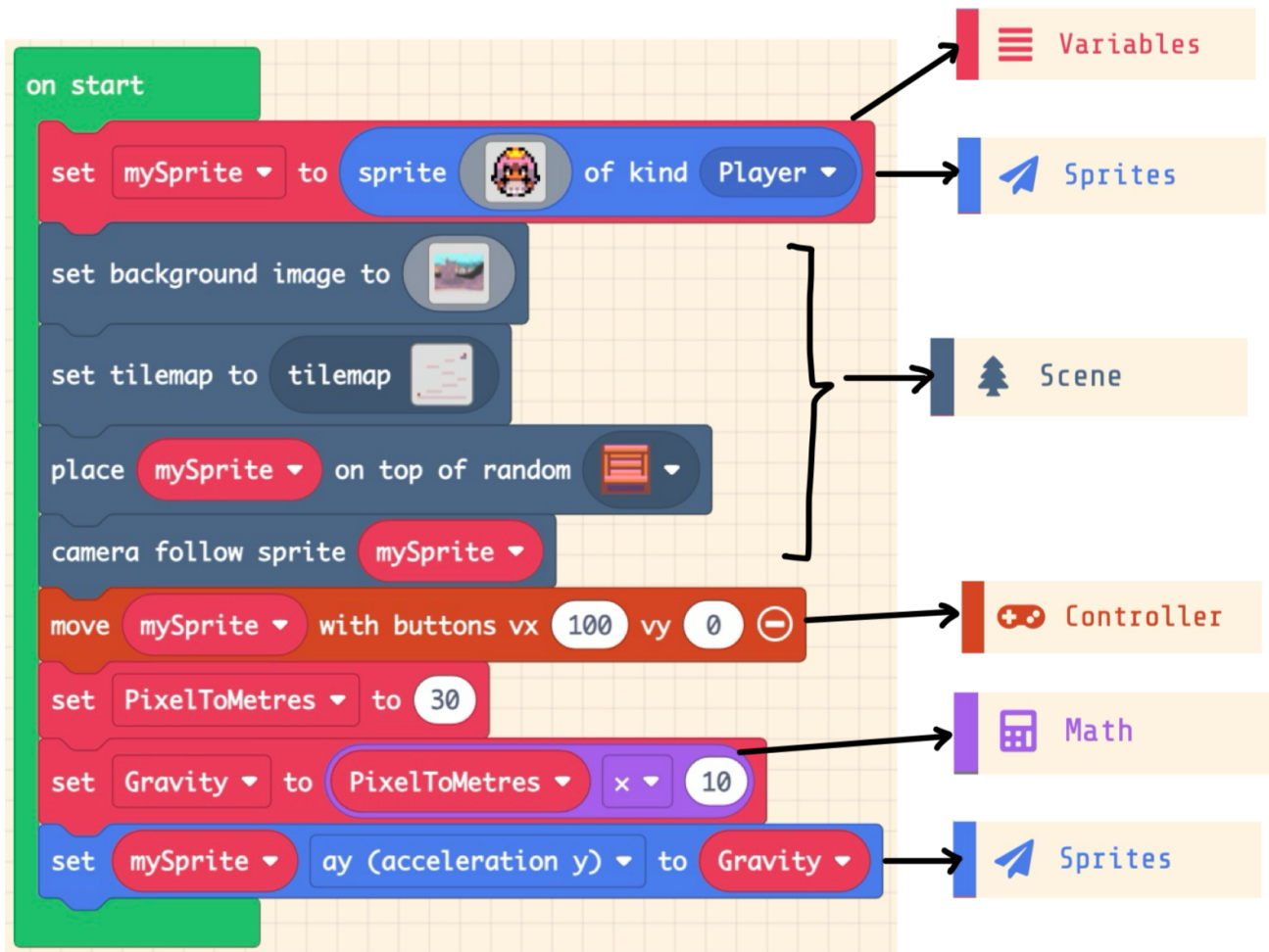
2. When up button is pressed, make the sprite jump.

```
on up button pressed                                              → Controller
    change mySprite vy (velocity y) by -175                      → Sprites
    play sound jump up until done                                → Music
```
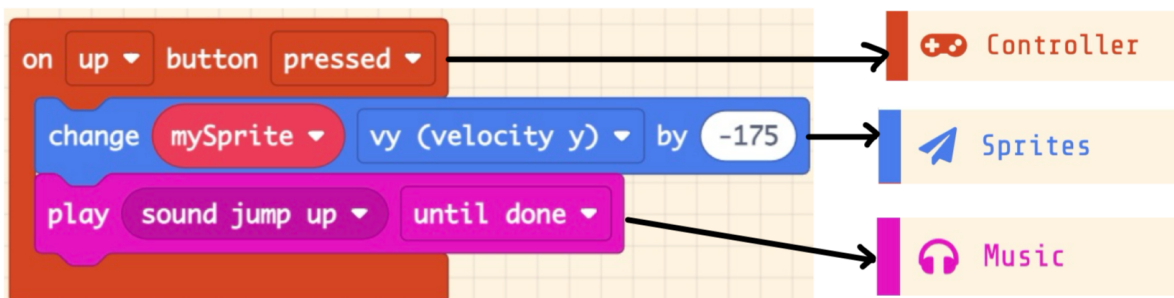
3. If the sprite reaches the treasure chest, game over.

```
on sprite of kind Player overlaps [🧰] at location              → Scene
    game over WIN                                                → Game
```