This program is called Thunder Ghoul. It is a program designed for interaction between sprites. In this program there are interactions between 3 sprites; the trampoline, the ghoul, and the lightning. The ghoul is the center of all three interactions. When the flag is run the ghould bounces between the trampoline and the top border. When spacebar is pressed the lighting will attempt to strike the ghoul. A successful strike will award 1 ghoul energy. When 5 ghoul energies are reached the ghoul will float around in an infinite loop, signaling the end of the sequence.