

```

when green flag clicked
  forever loop
    if key up arrow pressed? then
      switch costume to parrot-b
      change y by 5
    if key down arrow pressed? then
      switch costume to parrot-a
      change y by -5
    if key right arrow pressed? then
      switch costume to parrot-a
      change x by 5
    if key left arrow pressed? then
      switch costume to parrot-a
      change x by -5
  
```

change y by 5

key space pressed?

if then



score78

SpriteParrot2

↔ x-172

↕ y78

Show

Size50

Direction90

Parrot2

Tree1

Clouds

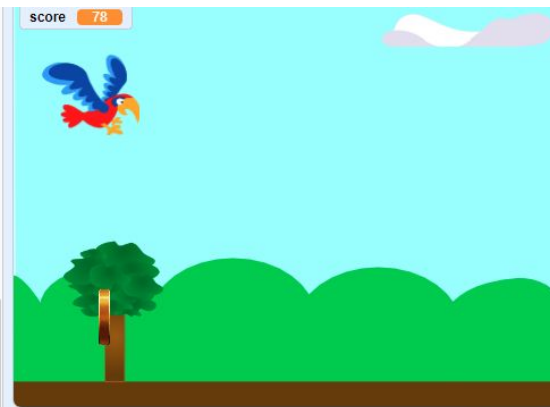
Coin_spin

Stage

Backdrops2



```
when clicked
go to x: 195 y: -109
forever
change x by -5
if x position < -240 then
glide 0.1 secs to x: 200 y: -109
```

```
go to x: 240 y: -109
```




SpriteTree1


↔ x-150↕ y-109


Show


Size60

Direction90


Parrot2

Tree1



Clouds

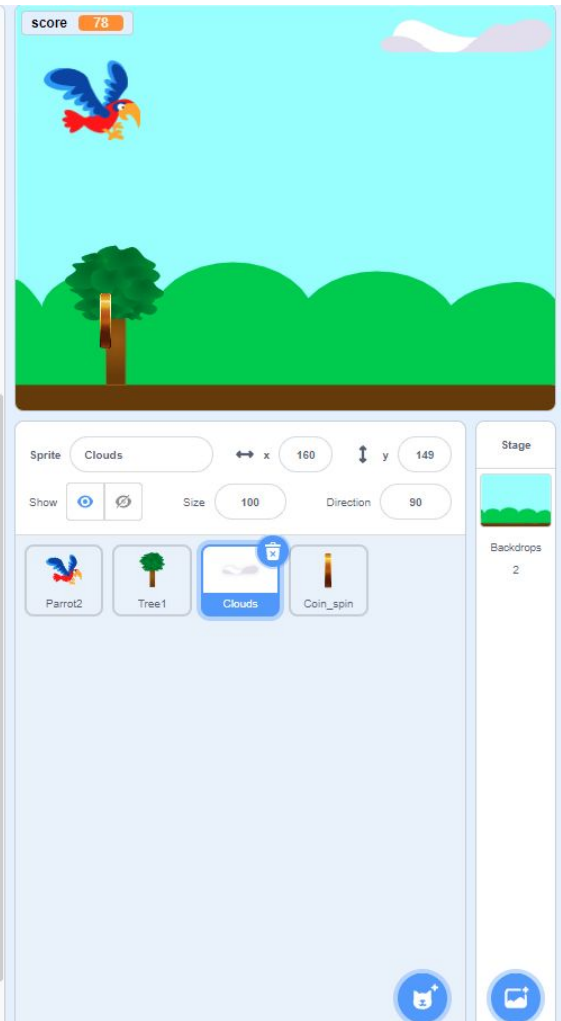
Coin_spin

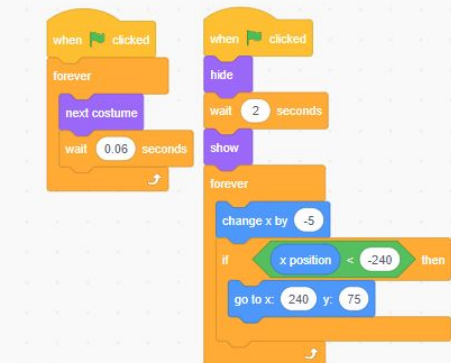
Stage



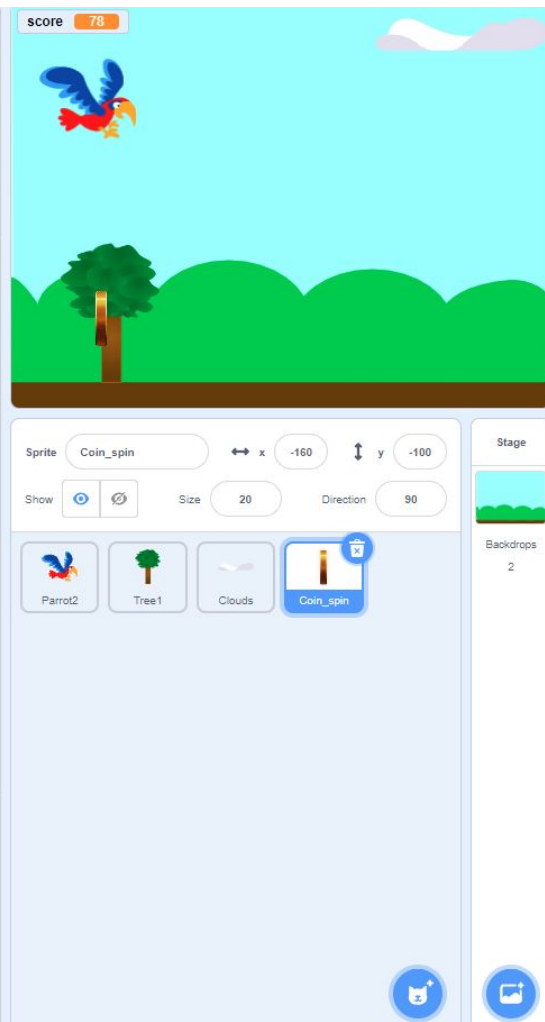
Backdrops2







go to x: 240 y: 75





score

80

