# Debug the code!

The bugs I spotted:

1. The highest score is 0
2. The velocity of clouds is very slow
3. The trex was killed in the air on top of the cactus.

The solutions:

1. At line number 15 change the score to 100 from 0.
2. In function spawnClouds, change the cloud.velocityX to any number above -3.
3. In function setup, type setCollider (“circle”, offset x, offset y, radius);