Lesson 2 Challenge
(Starting from the Template)

☐ When each bug sprite is clicked it should be hidden (removed)

☐ We need to create a variable that keeps the count.
It could be named something like *bug_count*

☐ Whenever the total bugs caught is equal to 2, then the background changes to the village with multiple huts.

☐ Whenever the total bugs caught is equal to 4, then the background changes to the village with a single hut.

☐ When the final bug is caught, the piggy says,
"Congratulations! You caught all the bugs. Thank you."