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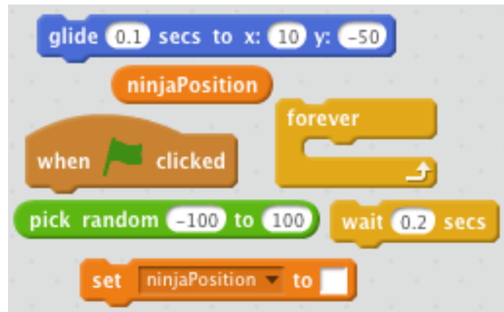

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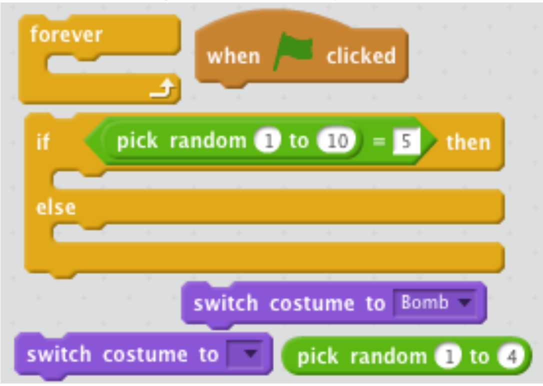

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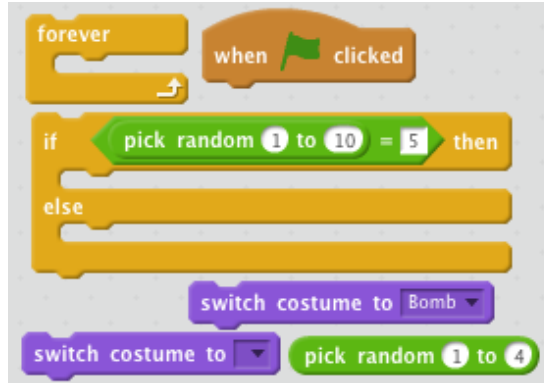

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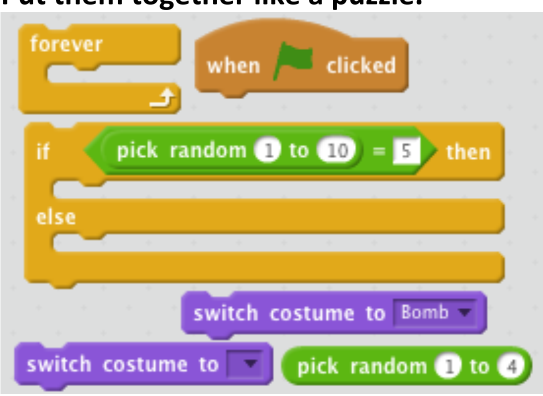

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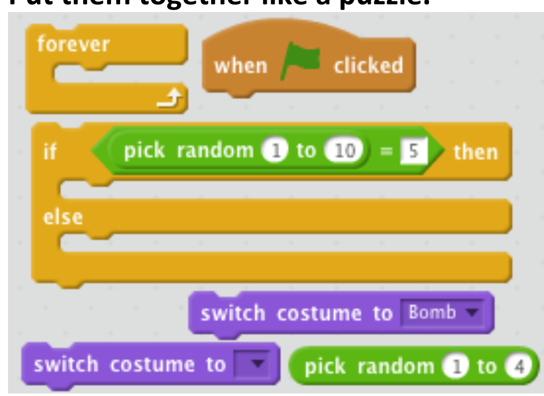

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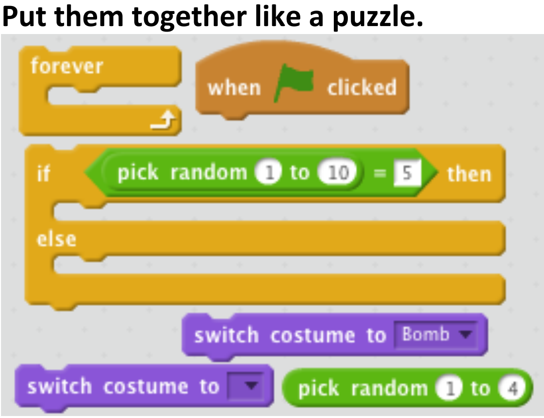

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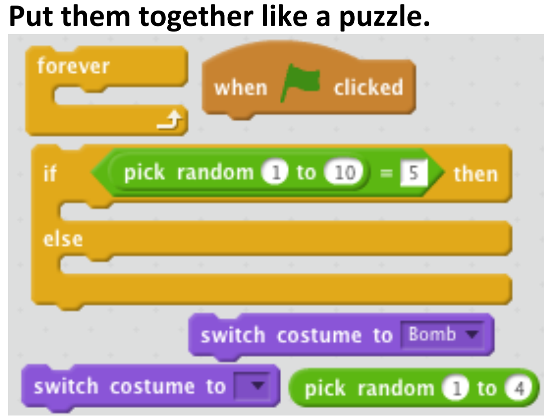

4)We want to make the fruit turn as it is changing its x and y positions.
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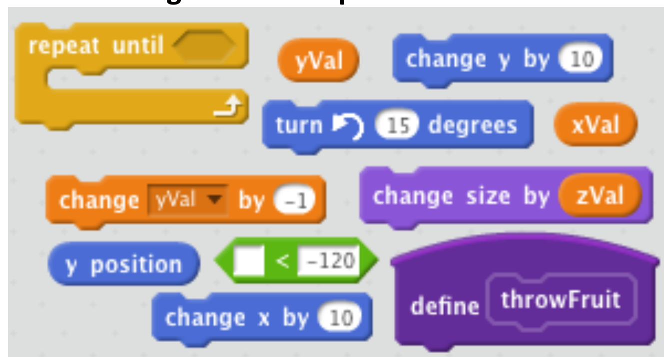

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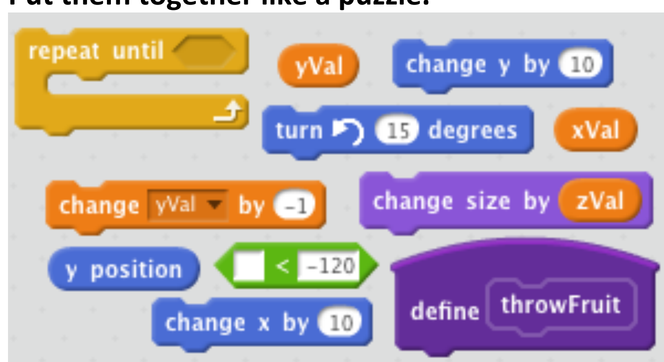

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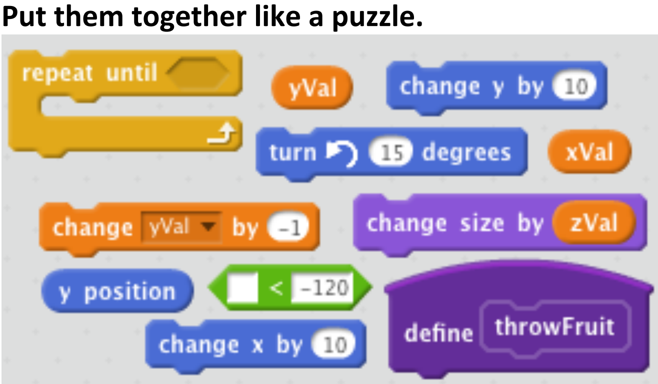

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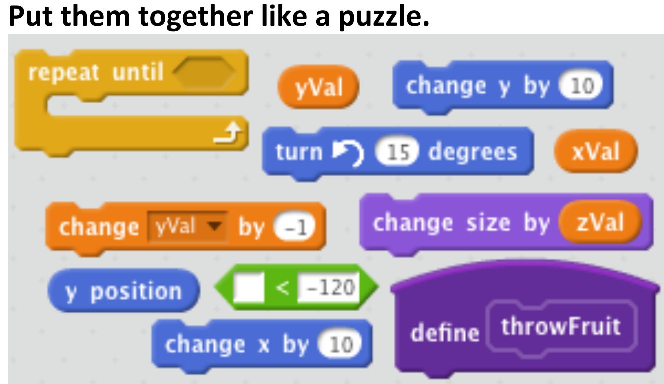

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7)If the fruit touches the mouse pointer, we want it to check what costume it is.
8)If the costume is a bomb, then we want it to switch to the big explosion sprite.
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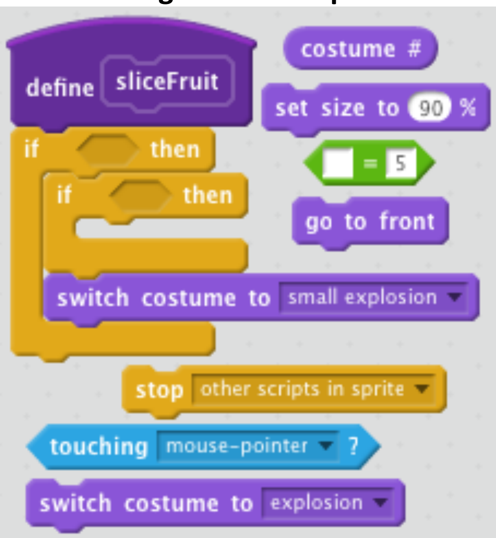

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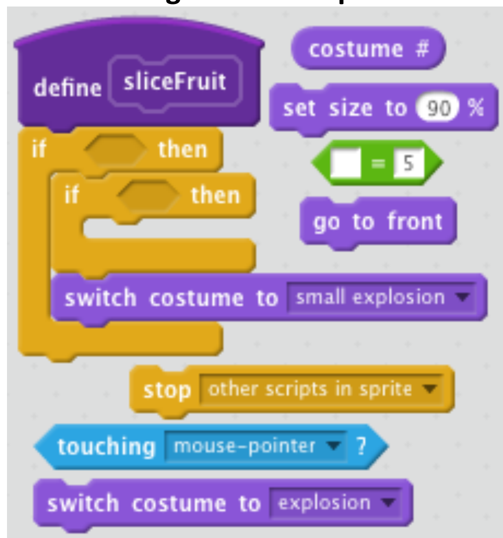

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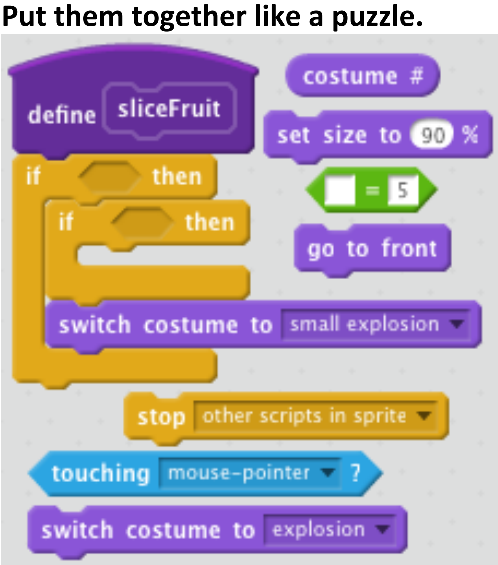

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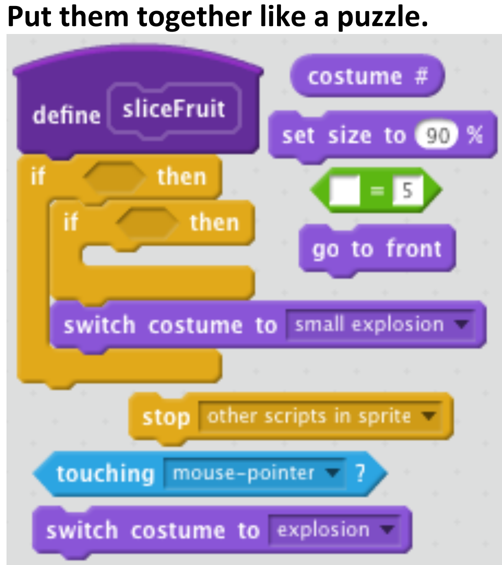

Time to change the score!
9)Make a variable called score.
10)Lets change the score everytime we hit a fruit.
11)We have to be carefull because the costume changes to the explosion and we don’t want the score to increase when we are touching the explosion.
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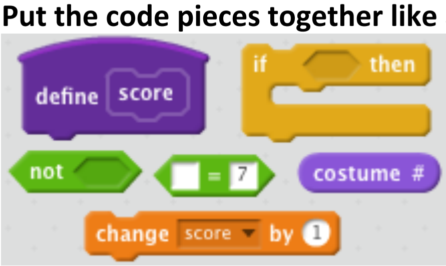

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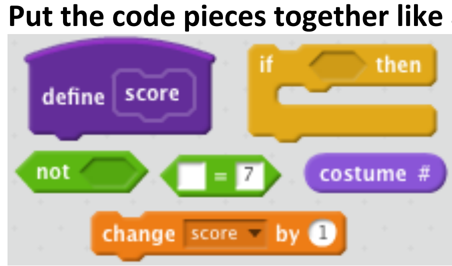

12)Finally when the block "lives" is called, we should make the variable lives decrease by 1.
13)Once lives is 0, we want to broadcast a game over message.
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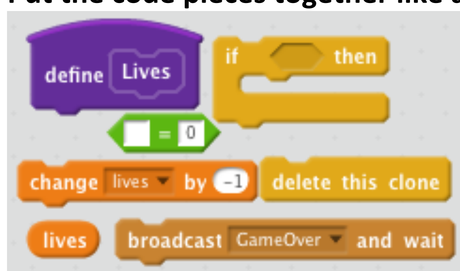

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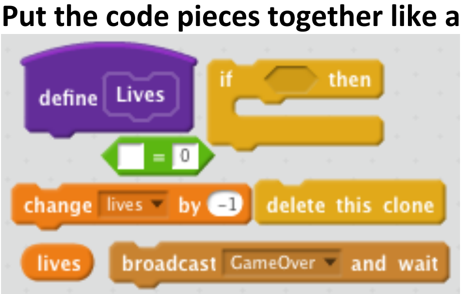

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