## **Apple Bowl**

- 1)Upload a background.
- 2)Upload the apple sprite.
- 3)Upload the basket sprite.
- 4)Code to move the basket sprite.
- 5)Code for the apple falling. <

```
when clicked when right arrow very pressed point in direction 90v move 10 steps

when left arrow key pressed point in direction -90v move 10 steps
```

```
when / clicked
                               set time ▼ to 0
when / clicked
set SCORE: ▼ to 0
                                 wait 1 secs
show variable SCORE: ▼
                                  change time v by 1
set y to 149
  change y by pick random -1 to -20
  if y position < -180 then
    go to random position ▼
    set y to 149
  if touching Bowl ▼ ? then
    change SCORE: v by 1
    play sound pop ▼
    go to random position ▼
    set y to 149
```