Jump!

This script will teach your sprite how to jump up and down.

```
when [green flag] clicked
forever
    if < key [space ▼] pressed? > then
        jump
```

```
define jump
glide (0.25) secs to x: (x position) y: ((y position) + (140))
repeat until < touching color [■] ? >
    change y by (-4)
```