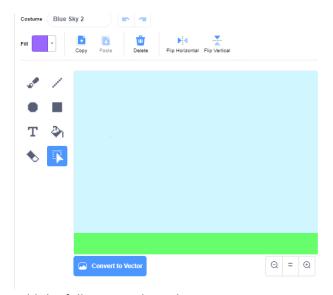
## **Catch the Donut**

- 1. Delete the Sprite 1 (the cat) and add a new sprite from the library (Donut).
- 2. Create a variable Score and make it visible on the stage.
- 3. Create the following Backdrop (as a bitmap).



4. Add the following code to the Donut sprite.

```
when this sprite clicked

set Score v to 0

reset timer

point in direction 180

go to x pick random -200 to 200 y: 105

repeat until timer > 30

move 5 steps

if touching edge v? then

go to x: pick random -200 to 200 y: 105

say join Out of time! You scored Score
```