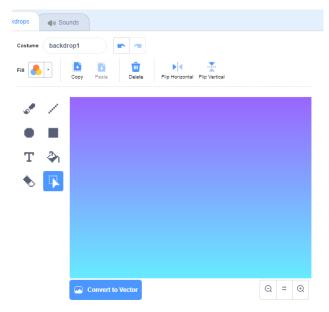
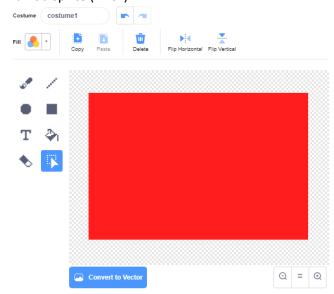
Brick Bouncer

- 1. Delete Sprite 1 (the cat)
- 2. Create a backdrop as a bitmap graphic.



- 3. Add a variable Score for all sprites and visible on the stage.
- 4. Add a sprite (Button 2) from the sprite library. Add the sound Boing from the sound library to that sprite.
- 5. Add a sprite (Baseball) from the sprite library. Add the sound Alien Creak 2 from the sound library to that sprite.
- 6. Paint a sprite (Brick).



7. Add the following code to the Baseball sprite.

```
when I receive Bounce v

set Score v to 0

set size to 50 %

move 20 steps

point in direction 0

go to x: 0 y: -120

repeat until Score = 100

if on edge, bounce

move 8 steps

if y position < -140 then

say Game Over!

play sound Alien Creak2 v until done

stop all v

say Good job!
```

8. Add the following code to the Button 2 sprite.



9. Add the following code to the Brick sprite.

