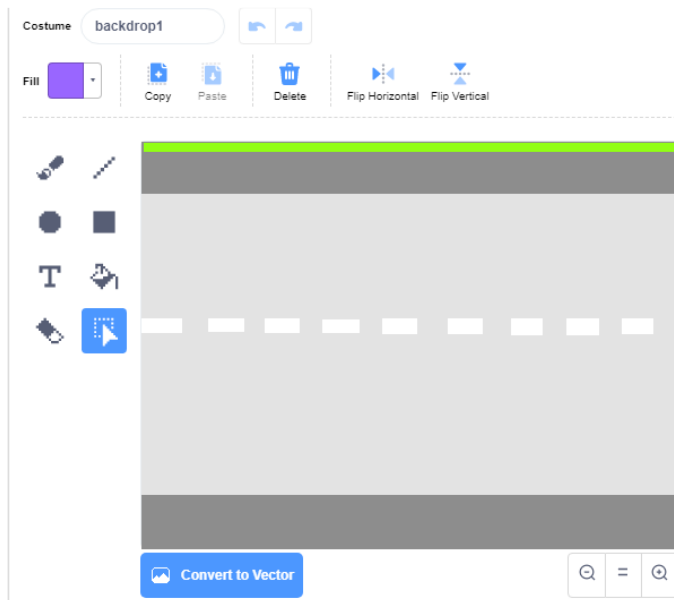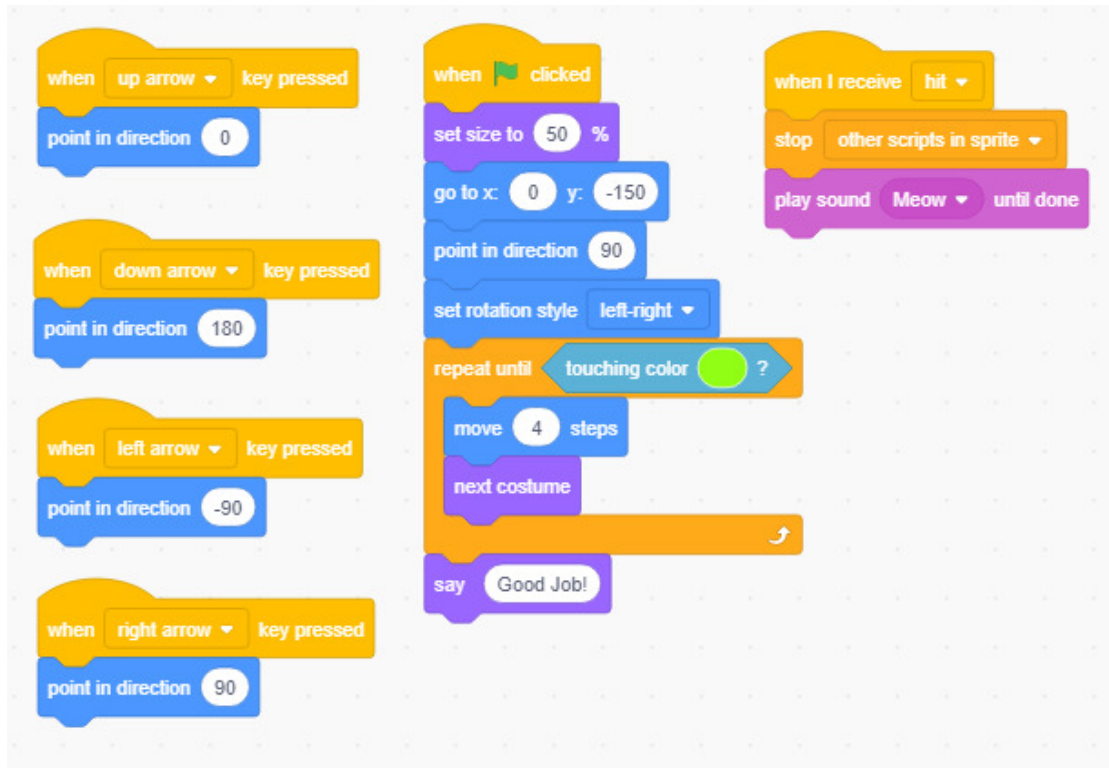# Cross the Road

1. Create the following background as a bitmap(not a vector graphic).
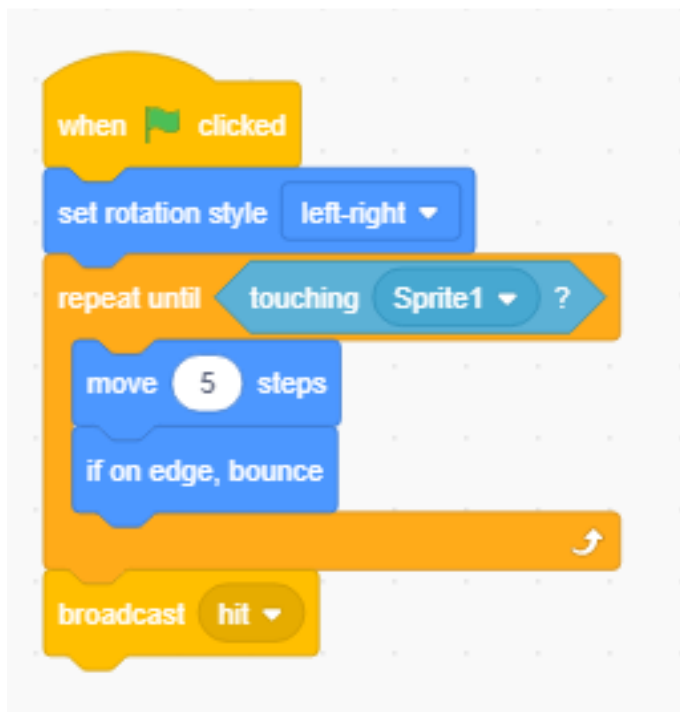

2. Add one Automobile sprites to your stage (I used the Convertible 2 sprite). Do not worry about the orientation.

3. Add the following code to Sprite 1 (the cat)

```
when up arrow ▼ key pressed
point in direction 0

when down arrow ▼ key pressed
point in direction 180

when left arrow ▼ key pressed
point in direction -90

when right arrow ▼ key pressed
point in direction 90
```

```
when ⚑ clicked
set size to 50 %
go to x: 0 y: -150
point in direction 90
set rotation style left-right ▼
repeat until  touching color ⬤ ?
    move 4 steps
    next costume
say Good Job!
```

```
when I receive hit ▼
stop other scripts in sprite ▼
play sound Meow ▼ until done
```

4. Add the following code to the Convertible 2 sprite.

```
when ⚑ clicked
set rotation style left-right ▼
repeat until  touching Sprite1 ▼ ?
    move 5 steps
    if on edge, bounce
broadcast hit ▼
```

5. Add a second automobile to the stage by duplicating the first automobile. Orientation does not matter. Note: by duplicating the first automobile, not only the sprite is duplicate, but the code for the sprite as well.