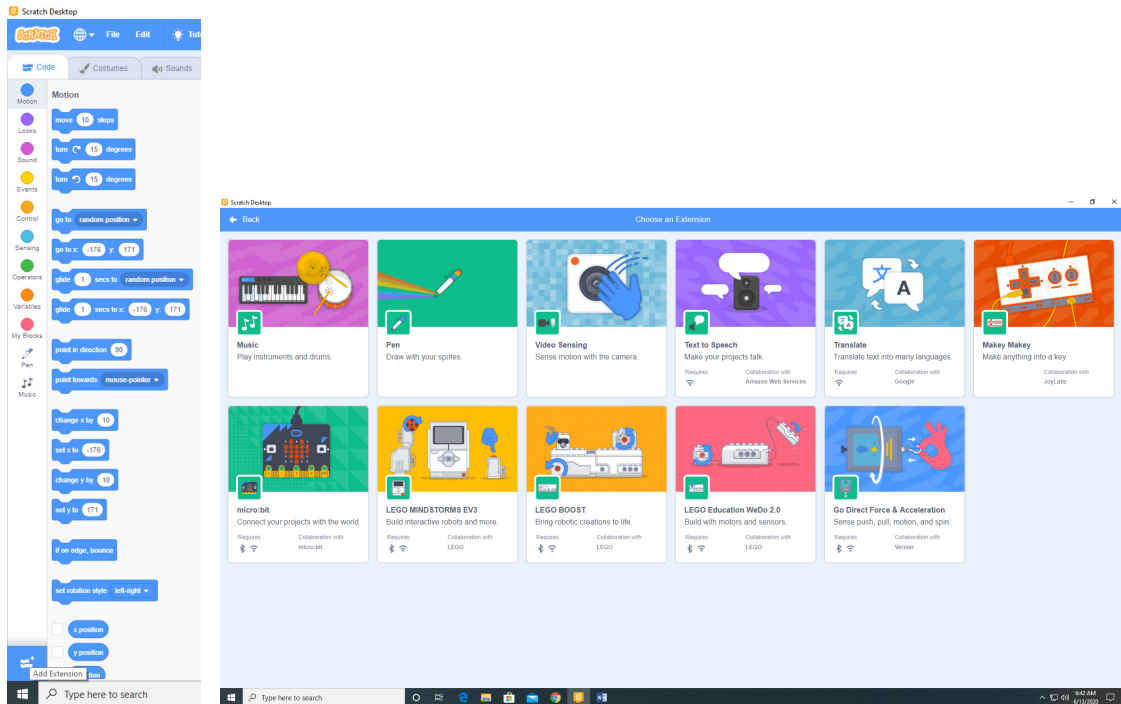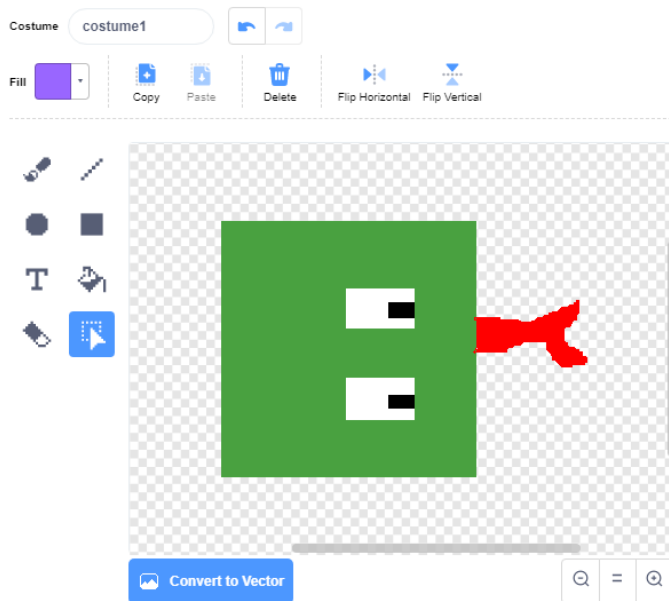## Snake

1. Delete Sprite 1 (the cat).
2. Create a variable Score and make it visible on the stage.
3. You need to add the Pen and Music modules from the Extensions Library

4. Paint a snake head sprite (Sprite 1) as a bitmap.

5. Add the following code to Sprite 1

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

when left arrow ▾ key pressed
point in direction -90

when right arrow ▾ key pressed
point in direction 90

when down arrow ▾ key pressed
point in direction 180
```

```
when 🏳 clicked
set Score ▾ to 0
hide
set size to 10 %
go to x: 0 y: 11
erase all
set instrument to (16) Vibraphone ▾
repeat 3
    play note 60 for 0.25 beats
    play note 64 for 0.1 beats
show
pen down
set pen color to (  )
set pen size to 12
point in direction -90
repeat until < color (●) is touching (●) ? or touching edge ▾ ? >
    move 4 steps
    change Score ▾ by 1
repeat 3
    play note 48 for 0.25 beats
    play note 36 for 0.1 beats
say join You scored Score for 5 seconds
```