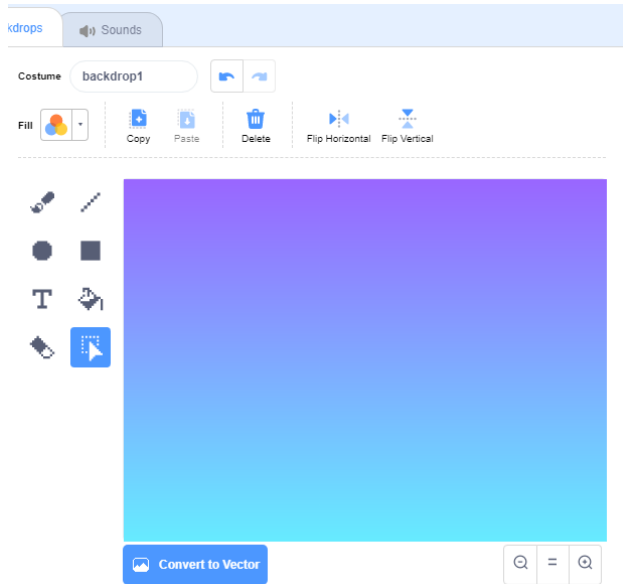
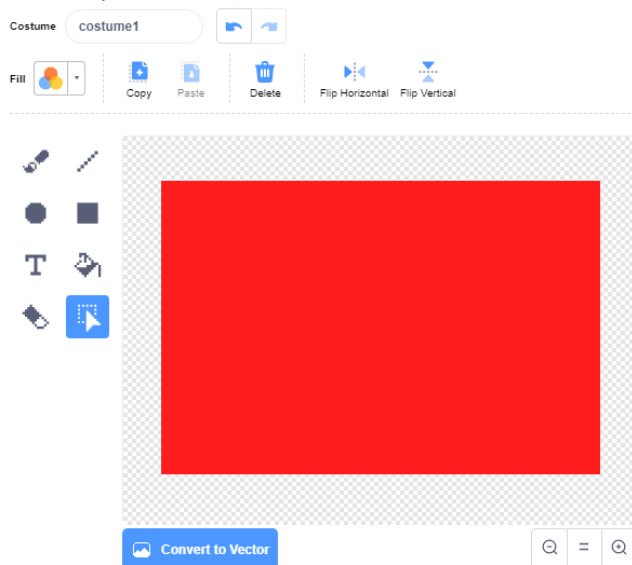


Brick Bouncer

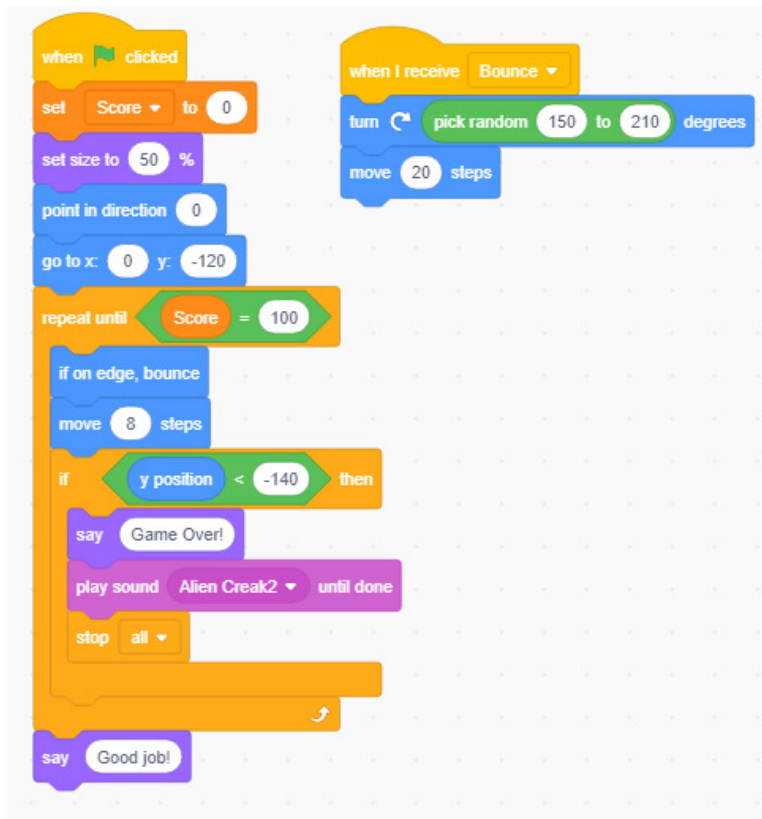
1. Delete Sprite 1 (the cat)
2. Create a backdrop as a bitmap graphic.



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.



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



9. Add the following code to the Brick sprite.

