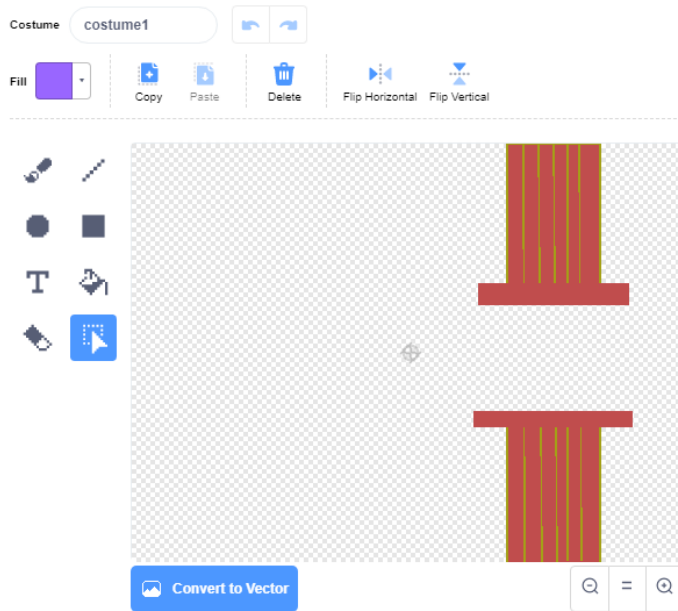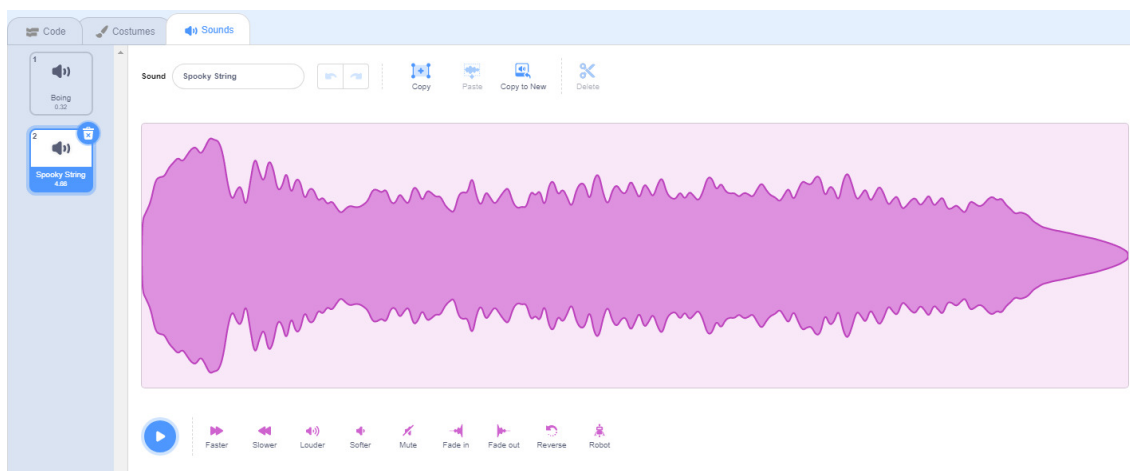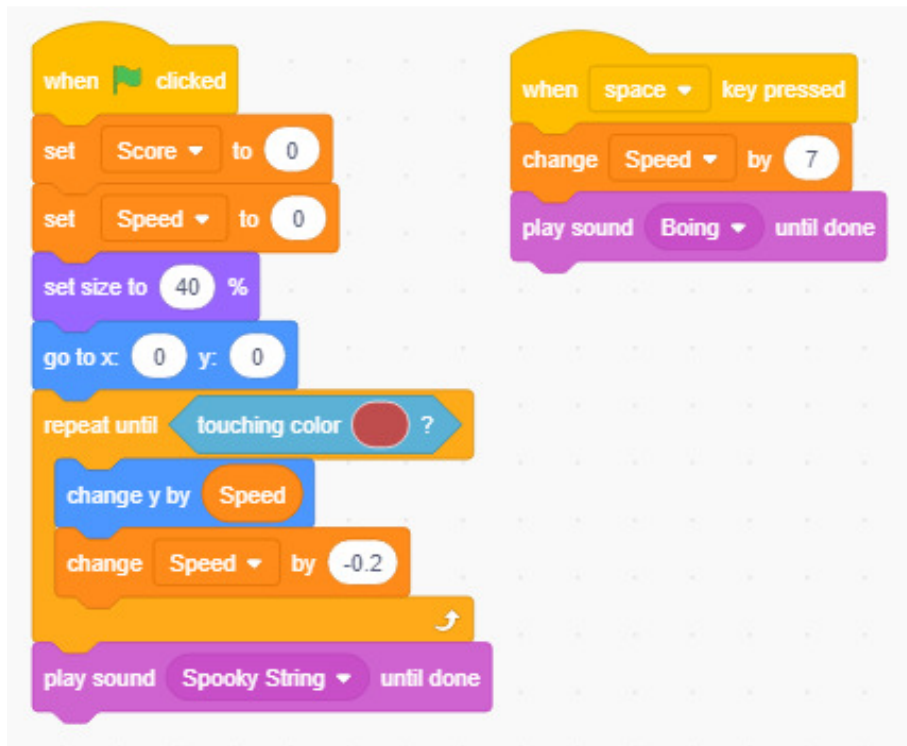## Flappy Fish

1. Delete Sprite 1 (the cat)

2. Add two variables Score and Speed making Score visible on the stage.

3. Paint a new Sprite (Sprite 1) as a bitmap.   Also add the Bubbles sound from the sound library.

4. Add the Boing and Spooky String sounds to Fish sprite from the sound library. Add Bubbles sound to Sprite 1 from the sound library.

5. Add the following code to the Fish sprite.

```
when [flag] clicked
set [Score v] to (0)
set [Speed v] to (0)
set size to (40) %
go to x: (0) y: (0)
repeat until < touching color (●) ? >
    change y by (Speed)
    change [Speed v] by (-0.2)
play sound [Spooky String v] until done
```

```
when [space v] key pressed
change [Speed v] by (7)
play sound [Boing v] until done
```

6. Add the following code to the Sprite 1 sprite.

```
when [flag] clicked
set size to (200) %
go to x: (240) y: (pick random (-20) to (60))
repeat until < touching [Fish v] ? >
    move (-2) steps
    if < (x position) < (-230) > then
        go to x: (240) y: (pick random (-20) to (60))
        change [Score v] by (1)
        start sound [Bubbles v]
```