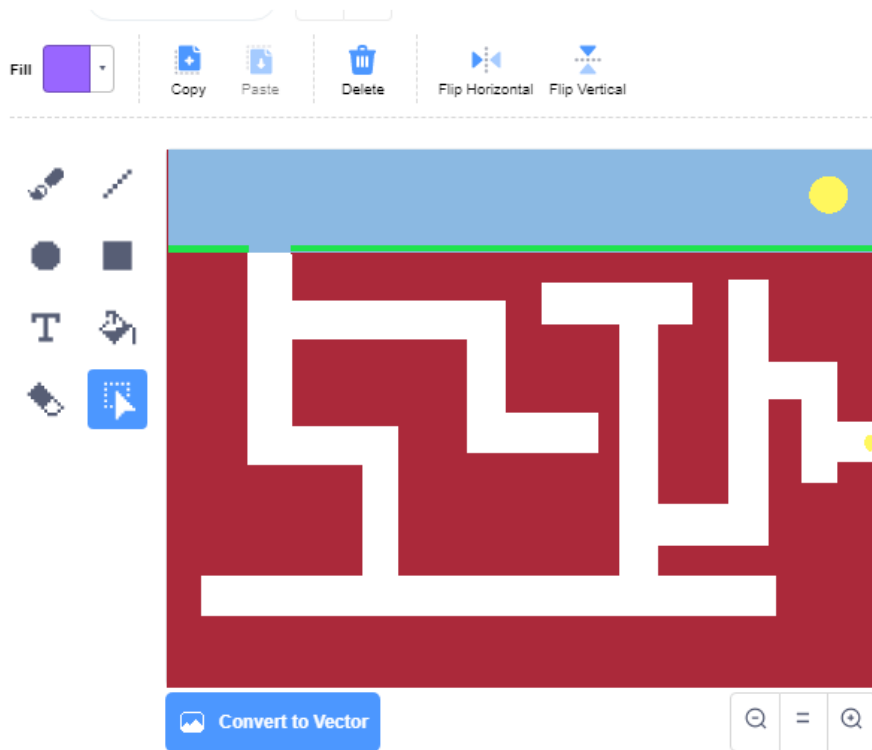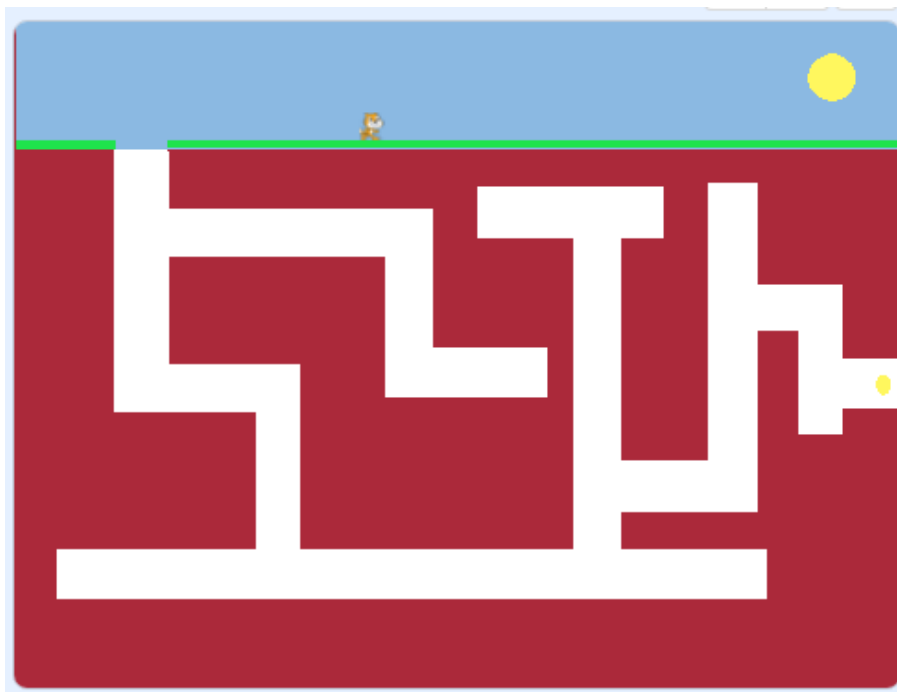# Tunnel of Gold

1. Create the following Background as a bitmap.

2. Scale Sprite 1(the cat) to 15% and orient on the stage.

3. Add the Music extension to your project.

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

```
when up arrow ▾ key pressed
point in direction 0
move 10 steps

when down arrow ▾ key pressed
point in direction 180
move 10 steps

when left arrow ▾ key pressed
point in direction -90
move 10 steps

when right arrow ▾ key pressed
point in direction 90
move 10 steps
```

```
when 🏳 clicked
reset timer
set instrument to (18) Steel Drum ▾
play note 72 for .5 beats
go to x: -222 y: 128
point in direction 90
repeat until < touching color ⬤ ? >
    if < touching color ⬤ ? > then
        turn ↻ 180 degrees
        move 10 steps
        play drum (2) Bass Drum ▾ for .05 beats
say timer
play note 60 for 0.5 beats
play note 64 for 0.5 beats
play note 67 for 0.5 beats
play note 72 for 0.5 beats
```