Penguin Jumper
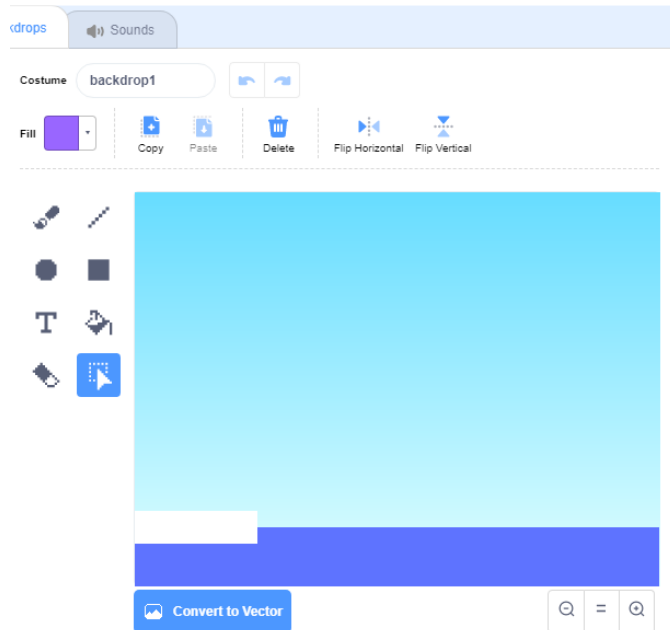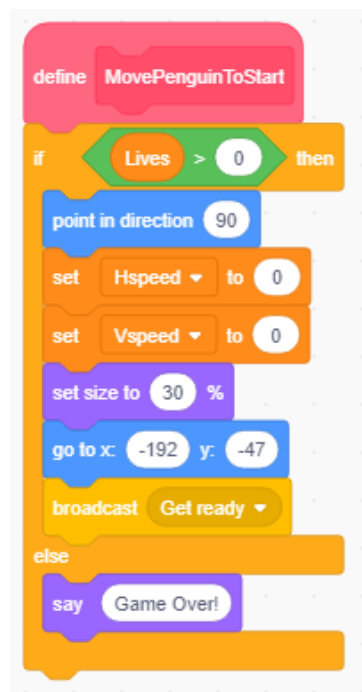
1. Delete Sprite 1 (the cat)
2. Paint the following backdrop as a bitmap image

3. Add a sprite (Penguin 2) from the sprite library
4. Add the variables (Score, Lives, Vspeed, Hspeed, Vgap, Hgap) available to all sprites with Scores and Lives visible on the stage.
5. Create a MovePenguinToStart function for the Penguin 2 sprite.
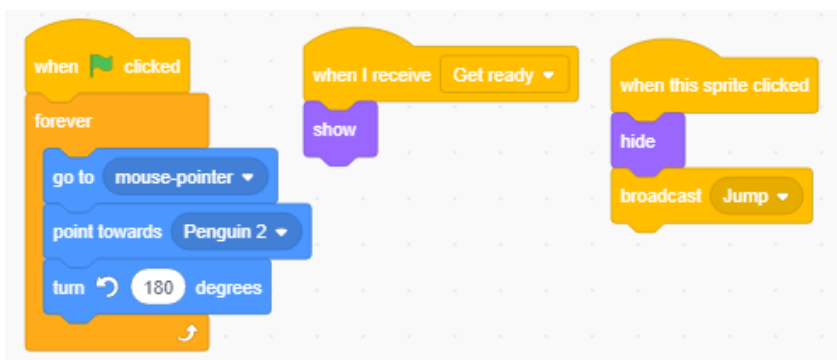
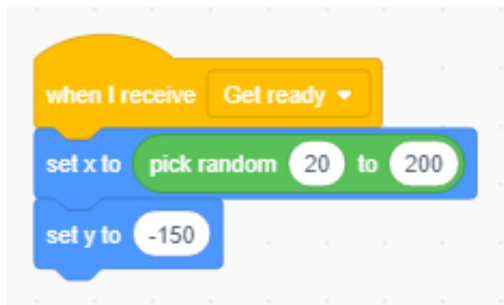6. Create a MovePenguin function for the Penguin 2 sprite.
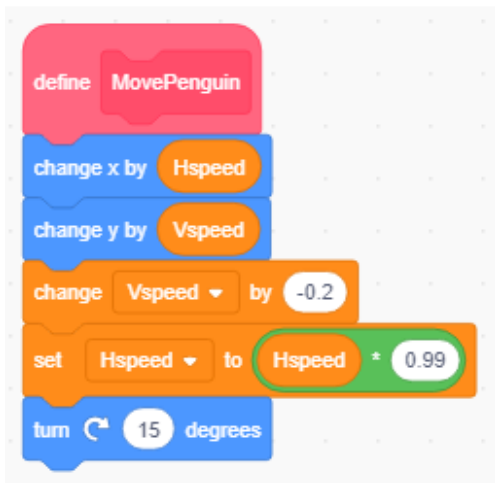
7. Add the Dance chill out and Plunge sounds to the Penguin 2 sprite from the sound library.
8. Paint an Iceberg sprite as a bitmap image.
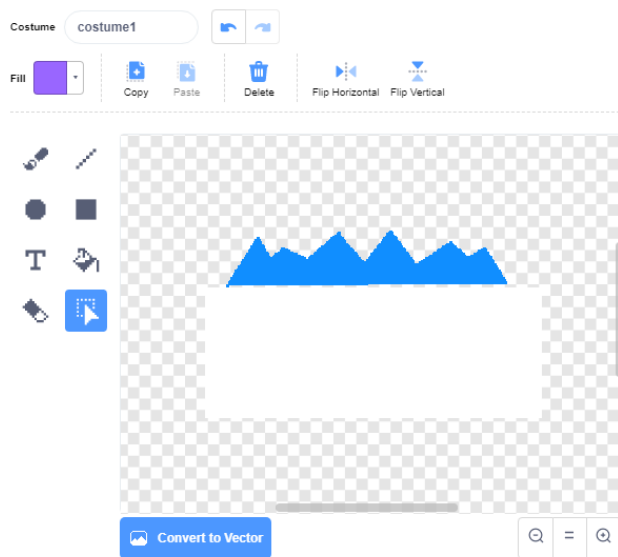
9. Add a sprite (Arrow 1) from the sprite library.
10. Add the following code to the Arrow 1 sprite.

11. Add the following code to the Iceberg sprite.

```
when I receive  Get ready ▼
set x to  pick random  20  to  200
set y to  -150
```

12. Add the following code to the Penguin 2 sprite.

```
when 🚩 clicked
set  Score ▼  to  0
set  Lives ▼  to  3
MovePenguinToStart
```

```
when I receive  Jump ▼
set  Hgap ▼  to  mouse x  -  x position
set  Vgap ▼  to  mouse y  -  y position
set  Hspeed ▼  to  Hgap  /  25
set  Vspeed ▼  to  Vgap  /  25
repeat until  touching  edge ▼  ?  or  touching color ( ) ?
    MovePenguin
    if  touching color ( ) ?  then
        point in direction  90
        set x to  x position ▼  of  Iceberg ▼
        change  Score ▼  by  10
        play sound  Dance Chill Out ▼  until done
        say  Hooray!  for  2  seconds
        MovePenguinToStart
        stop  this script ▼
    if  touching  edge ▼  ?  then
        change  Lives ▼  by  -1
        play sound  Plunge ▼  until done
        say  Missed!  for  2  seconds
        MovePenguinToStart
        stop  this script ▼
```