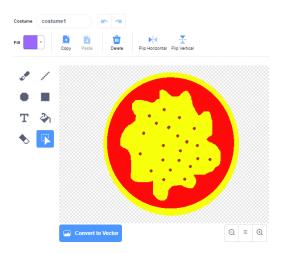
## **Catch the Pizzas**

- 1. Add a backdrop from the Backdrop library (Wall 1).
- 2. Paint a Pizza sprite as a bitmap.



- 3. Create 3 variables Lives, Score, and Speed. Make Speed "For this sprite only " and the other two variables "For All Sprites". Make Lives and Score visible on stage.
- 4. Add the Chomp sound to the Pizza sprite from the sound library.
- 5. Add the following code to the Pizza sprite.

```
when | start as a clone

set size to 15 %

point in direction 180

set | Speed | to | pick random 1 to 4

repeat | 5 |

go to x: | pick random -200 to 200 y: 150

repeat until | Lives | < 1

move | Speed | steps

if | touching | edge | ? | then

go to x: | pick random -200 to 200 y: 150

play sound | Cymbal | until done

change | Lives | by -1

if | touching | Sprite | | ? | then

go to x: | pick random -200 to 200 y: 150

change | Score | by 1

play sound | Chomp | until done
```

- 6. Add the Meow sound to the Sprite 1 (the cat) from the sound library.
- 7. Add the following code to Sprite 1 (the cat).

