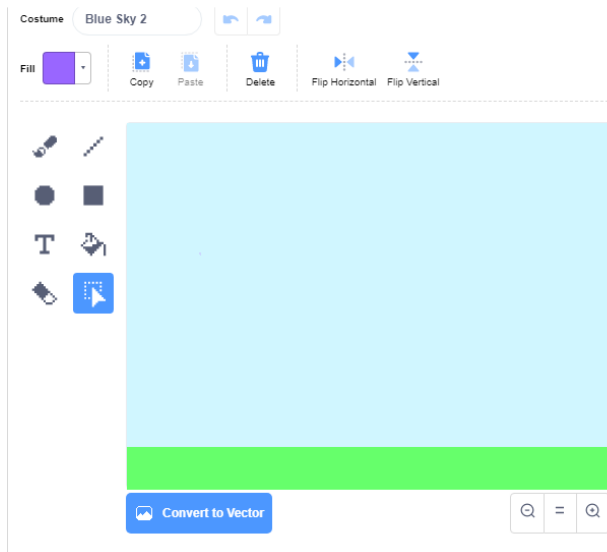## Catch the Donut

1. Delete the Sprite 1 (the cat) and add a new sprite from the library (Donut).

2. Create a variable Score and make it visible on the stage.

3. Create the following Backdrop (as a bitmap).

4. Add the following code to the Donut sprite.