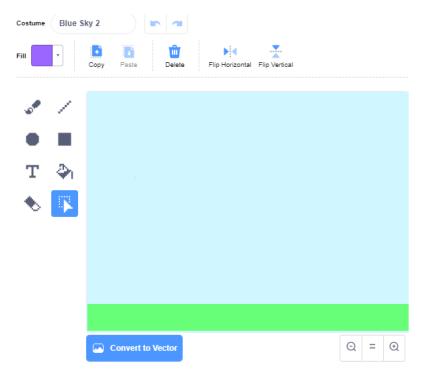
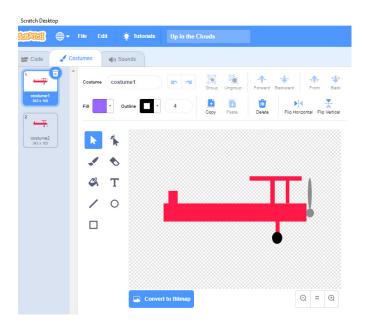
Up In the Clouds

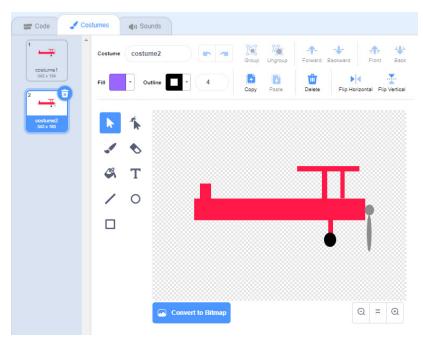
- 1. Delete Sprite 1 (the cat)
- 2. Create a variable Score and make it visible to the stage.
- 3. Create a backdrop as a bitmap. I loaded a premade backdrop (Blue Sky 2) and added the grass.



4. Paint a new sprite Airplane as a vector. This is Costume 1.

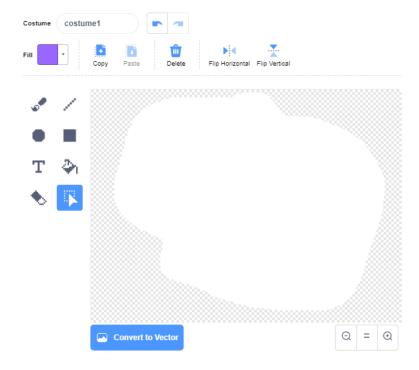


- 5. Right click on Costume 1 and select Duplicate to create Costume 2
- 6. Modify Costume 2



Note: All you have to do is move the propeller blade downward. This is the reason why I made this sprite a vector graphic. By having 2 costumes for this sprite, we can animate it.

7. Paint a new sprite Cloud as a bitmap.



8. Add the following code to the Airplane sprite.

```
when when up arrow key pressed

set Score to 0

set size to 15 %

point in direction 90

go to x: -123 y: -119

repeat until touching color ?

next costume

move 2 + Score steps

if x position > 239 then

set x to -240

say join You scored Score
```

9. Add the following code to the Cloud sprite. Also add the Water Drop sound from the sound library.

