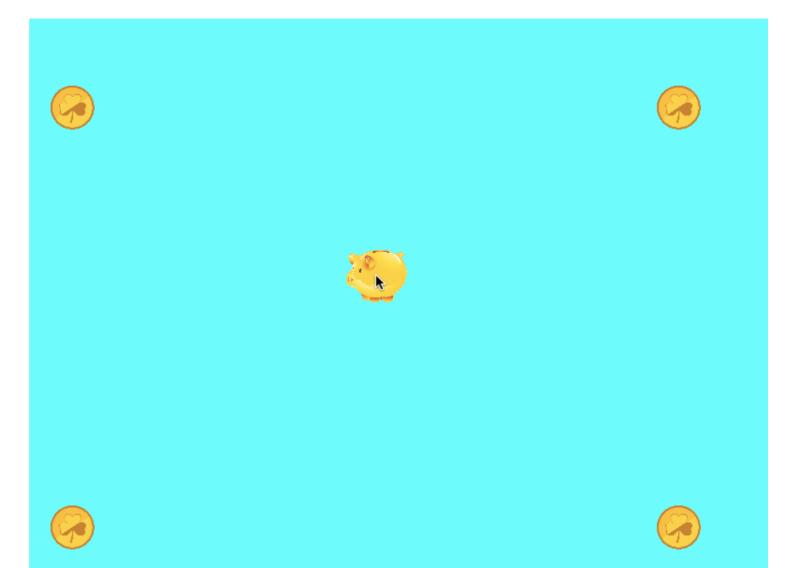# Piggy Bank Game

Stage 1:

Requirement:

- Download project folder from Github:

- https://github.com/sonalisadhukhan88/PiggyBankGame0.5

- Create 4 coins…add image to them…images can be found inside 'sprite' folder

Requirement:

- Create a pig sprite and add image and scale it also

- Pig should be moving along with mouse

- Increase the pig scale every time it touches any of the 4 coins

- The video is there for reference in our WhatsApp group.

- Try to use destroy() function :Ex : Coin1.destroy();