```
World.frameRate = 15;
var jay = createSprite(200, 350);
jay.setAnimation("Jay Kay");
//our protagonist.
jay.x = 200;
jay.y = 350;
jay.width = 30;
jay.height = 100;
var couch = createSprite(0, 0);
//our antagonist, jay must avoid him
couch.setAnimation("couch");
couch.scale = 1.7;
couch.width = 70;
couch.height = 30;
var youwin = createSprite(200, 200);
youwin.setAnimation("Screenshot 2023-06-12 3.22.33 PM.png_1");
youwin.visible = false;
function draw() {
  //make the couch move
  couch.velocityX = 5;
  couch.velocityY = 5;
  //let the player control jay
  if (keyDown("right")) {
    jay.x = jay.x + 5;
  }
  if (keyDown("left")) {
    jay.x = jay.x - 5;
  }
  if (keyDown("up")) {
    jay.y = jay.y - 5;
  }
  if (keyDown("down")) {
    jay.y = jay.y + 5;
  }
  if (keyDown("space")) {
    jay.setAnimation("Cartoon Jay Kay");
  }
  //The couch will kill jay
  if (jay.isTouching(couch)) {
    jay.destroy();
    couch.destroy();
  }
  if (couch.y>400) {
    youwin.visible = true;
```

```
  }
  background("grey");
  //some decorative text
  fill("white");
  textSize(20);
  text("look out jay kay!", 20, 20);
  drawSprites();
}
```