

```
when green flag clicked
  set score to 0
  set life to 3
  go to x: 0 y: -120
  forever loop
    if key right arrow pressed? then
      point in direction 90
      move 5 steps
      next costume
    else
      if key left arrow pressed? then
        point in direction -90
        move 5 steps
        next costume
```



Game over 

Bang!!!



Sprite: cat x: 5 y: -120
Show: Size: 100 Direction: 90

cat banana apple orange Bang!!!
bomb

Stage
Backdrops: 1

when green flag clicked

forever

hide

wait pick random 1 to 4 seconds

go to x: pick random -230 to 230 y: 180

point in direction 180

show

repeat until touching color brown ? or touching cat ?

move 4 steps

if touching cat ? then

change score by 1



Game over 

Bang!!!



Sprite banana

x 107

y 36

Show

Size 72

Direction 180

Stage



cat



banana



apple



orange



bomb

Backdrops

1

```
when clicked
  forever
    hide
    wait pick random 1 to 5 seconds
    go to x: pick random -230 to 230 y: 180
    point in direction 180
    show
    repeat until touching color [red] or touching cat
      move 5 steps
    if touching cat then
      change score by 2
```



Game over 

Bang!!!



Sprite: apple x: -146 y: -45
Show: Size: 46 Direction: 180

Stage

Backdrops

1

cat banana apple orange bomb
Game over

when clicked

forever

hide

wait pick random 1 to 6 seconds

go to x: pick random -230 to 230 y: 180

point in direction 180

show

repeat until touching color ? or touching cat ?

move 6 steps

if touching cat ? then

change score by 3



Game over 

Bang!!!



Sprite orange

x 76

y -54

Show

Size 72

Direction 180

Stage



cat



banana



apple



orange



bomb

game over

game over

Backdrops

1

```
when clicked
  switch costume to bomb
  forever
    hide
    wait pick random 1 to 6 seconds
    go to x: pick random -200 to 200 y: 180
    point in direction 180
    show
    repeat until touching color orange ? or touching cat ?
      move 7 steps
    if touching cat ? then
      change life by -1
      if life = 0 then
        switch costume to bang
        broadcast game over
        stop this script
```



Sprite: bomb x: 40 y: -51

Show: Size: 59 Direction: 180

cat banana apple orange **bomb**

game over

Stage

Backdrops: 1

