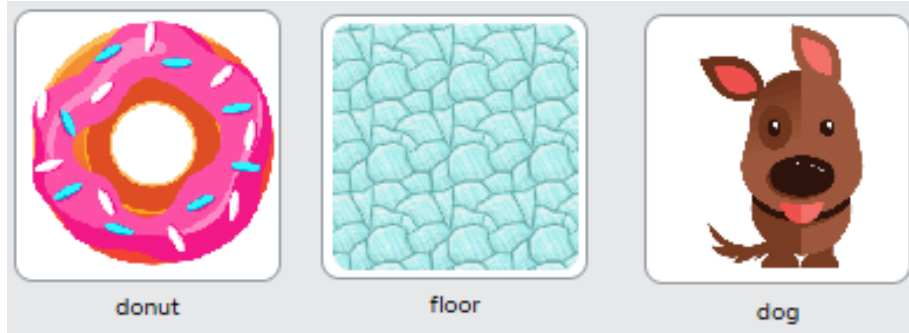


Doughnut Pick Up

You will need these sprites:



These are the sprites and variables that you need:

```
1 var bg = createSprite(200, 200);
2 bg.setAnimation(▼ "floor");
3 //target!
4 var donut = createSprite(300, 300);
5 donut.setAnimation(▼ "donut");
6 donut.scale = 0.25;
7 //you!
8 var dog = createSprite(100, 100);
9 dog.setAnimation(▼ "dog");
10 dog.scale = 0.4;
11 //Variable to keep score
12 var score = 0;
```

First make the dog move (it moves like the jellyfish)

```
14 function draw() {  
15   drawSprites();  
16  
17   //To move the dog  
18   if ( keyDown(▼"up") && dog.y >= 45 ) {  
19     dog.y -= 5;  
20   }  
21   else if ( keyDown(▼"down") && dog.y <= 355 ) {  
22     dog.y += 5;  
23   }  
24   else if ( keyDown(▼"right") && dog.x <= 355 ) {  
25     dog.x += 5;  
26   }  
27   else if ( keyDown(▼"left") && dog.x >= 45 ) {  
28     dog.x -= 5;  
29   }  
30 }
```

The rest of the draw loop:

```
30  
31 //If the dog touches the donut, points for you  
32 if ( dog.isTouching(donut) ) {  
33   score++;  
34   moveDonut( );  
35 }  
36  
37 //Display score  
38 fill(▼"black");  
39 textSize(20);  
40 text("Doughnuts Eaten: "+score, 5, 390);  
41  
42 }
```

You will also need this function:

```
44 //The function to move the donut away from the dog
45 function moveDonut() {
46   while ( (dog.isTouching(donut)) ) {
47     donut.x = randomNumber(25, 375);
48     donut.y = randomNumber(25, 375);
49   }
50 }
```