



Catch the Egg Code

Catcher sprite:

```
when green flag clicked
  forever loop
    if key right arrow pressed? then
      change x by 10
    if key left arrow pressed? then
      change x by -10
```

Falling sprite:

```
when green flag clicked
  set score to 0
  forever loop
    go to x pick random -240 to 240 y 180
    repeat until touching catcher
      change y by -5
    change score by 1
    start sound pop
```

```
when green flag clicked
  switch costume to egg-a
  forever loop
    if touching color black then
      switch costume to egg-b
    stop all
```



More levels:

```
when clicked
  switch backdrop to backdrop1
  forever
    if score = 10 then
      switch backdrop to backdrop2
    if score = 20 then
      switch backdrop to backdrop3
```

High score:

```
when clicked
  forever
    if score > high score then
      set high score to score
```