



Virtual Pet Code

Pet sprite:

```
when green flag clicked
  go to x: 130 y: -80
  switch costume to: sad
  set rotation style to: left-right
when left arrow key pressed?
  point in direction: -90
  move (10) steps
```

```
when green flag clicked
forever
  if touching donut then
    switch costume to: happy
```

Food sprite:

```
when green flag clicked
  go to x: -116 y: 80
  show
```

```
when green flag clicked
forever
  if touching Sprite1 then
    wait (1) seconds
    hide
```