

Code | Costumes | Sounds

- Motion
- Looks
- Sound
- Events
- Control
- Sensing
- Operators
- Variables
- My Blocks

```

when I start as a clone
  create clone of myself
  delete this clone

Sensing
  touching mouse-pointer ?
  touching color ?
  
```

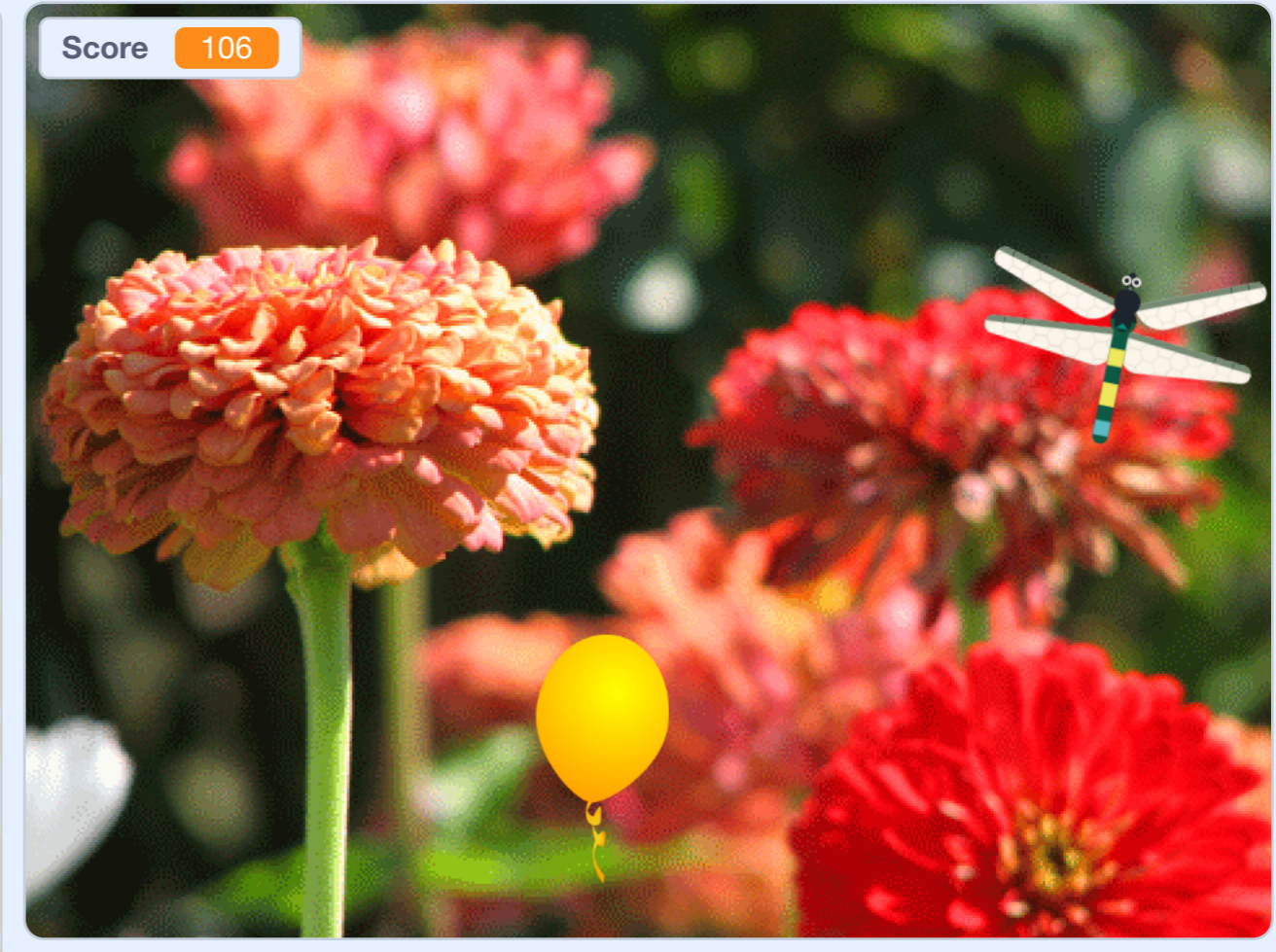
```

when clicked
  forever
    set size to 50 %
    if touching Balloon1 ? then
      change Score by 2
      say Good job for 2 seconds
  
```

```

when clicked
  go to random position
  if on edge, bounce
  forever
    if key right arrow pressed? then
      change x by 10
    if key left arrow pressed? then
      change x by -10
    if key up arrow pressed? then
      change y by 10
    if key down arrow pressed? then
      change y by -10
  
```

Score 106



Sprite: Dragonfly

x: 183 y: 57

Show:

Size: 50 Direction: 102

Backdrops: 2

Dragonfly Balloon1