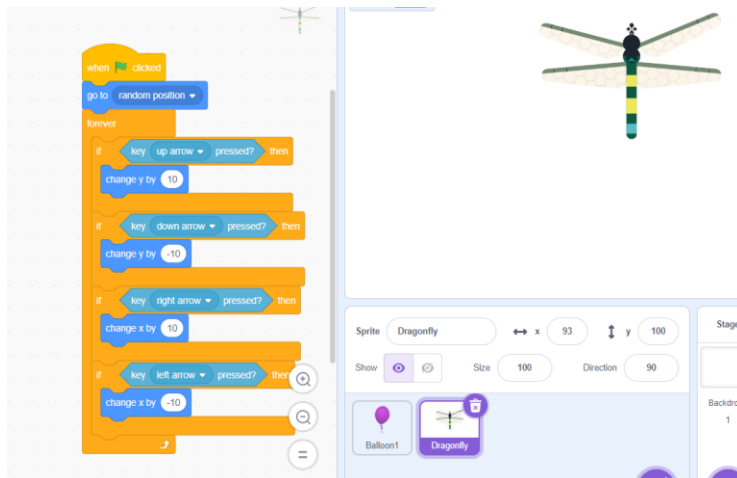


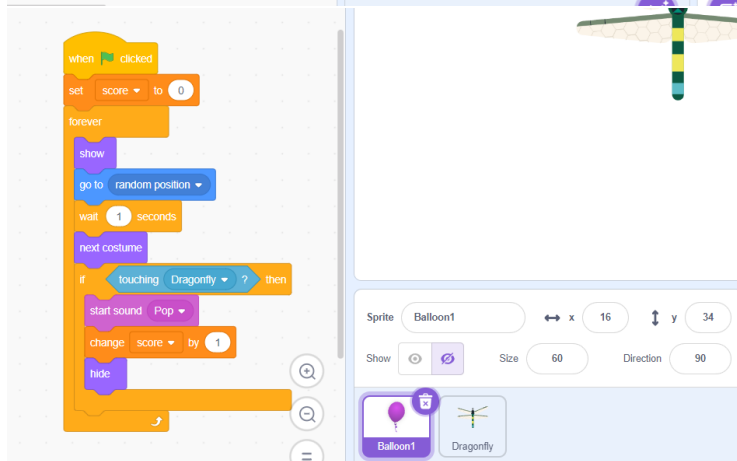
<https://scratch.mit.edu/projects/897894968/>



Scratch script for the Dragonfly sprite:

- when clicked
- go to random position
- forever loop:
 - if key up arrow pressed? then: change y by 10
 - if key down arrow pressed? then: change y by -10
 - if key right arrow pressed? then: change x by 10
 - if key left arrow pressed? then: change x by -10

Stage view shows the Dragonfly sprite at x: 93, y: 100, size: 100, direction: 90.



Scratch script for the Balloon1 sprite:

- when clicked
- set score to 0
- forever loop:
 - show
 - go to random position
 - wait 1 seconds
 - next costume
 - if touching Dragonfly? then:
 - start sound Pop
 - change score by 1
 - hide

Stage view shows the Balloon1 sprite at x: 16, y: 34, size: 60, direction: 90.