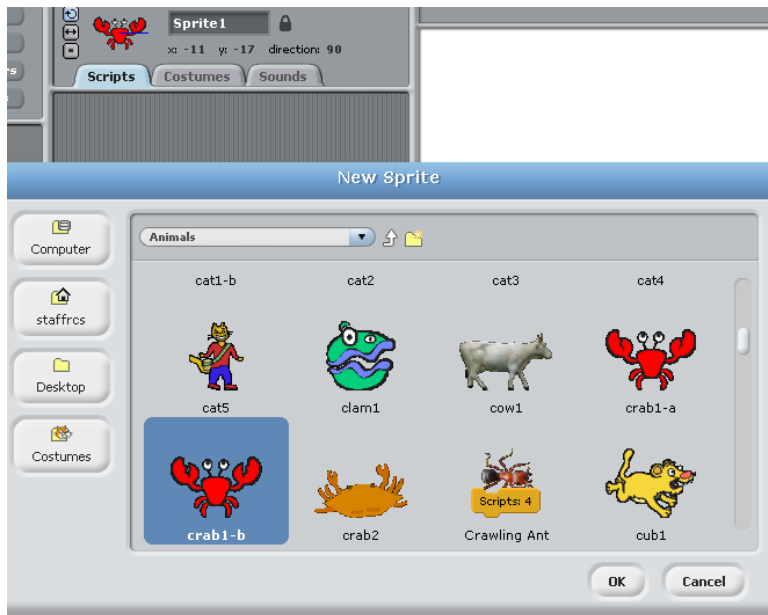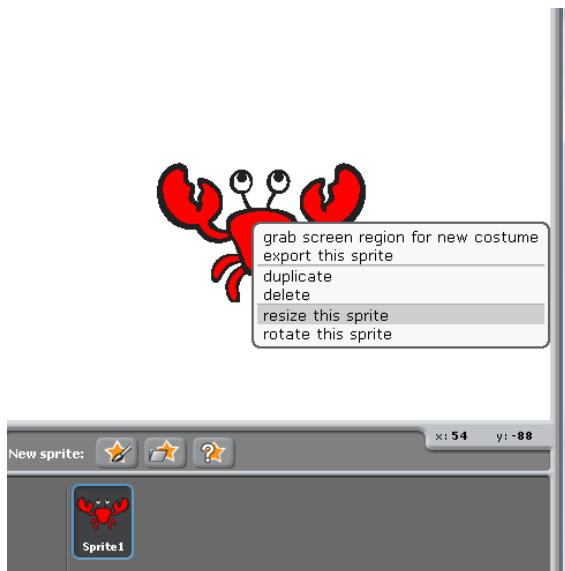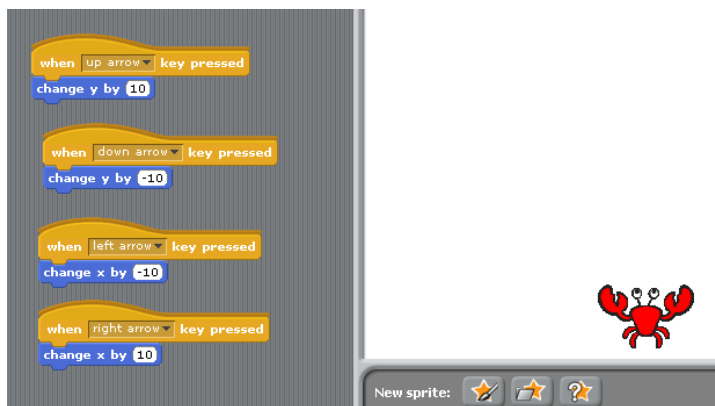# Make 'Frogger' in 5 minutes

1. Add a main character to the stage. I've chosen a crab.
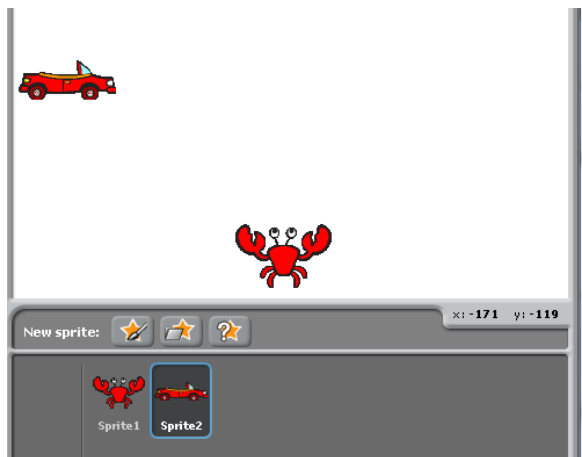

2. Right-click on the crab and select resize. Make the character small.
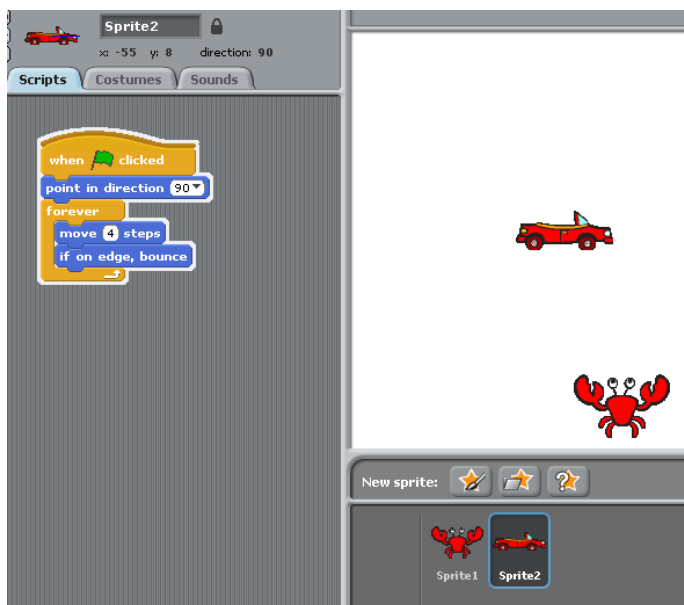
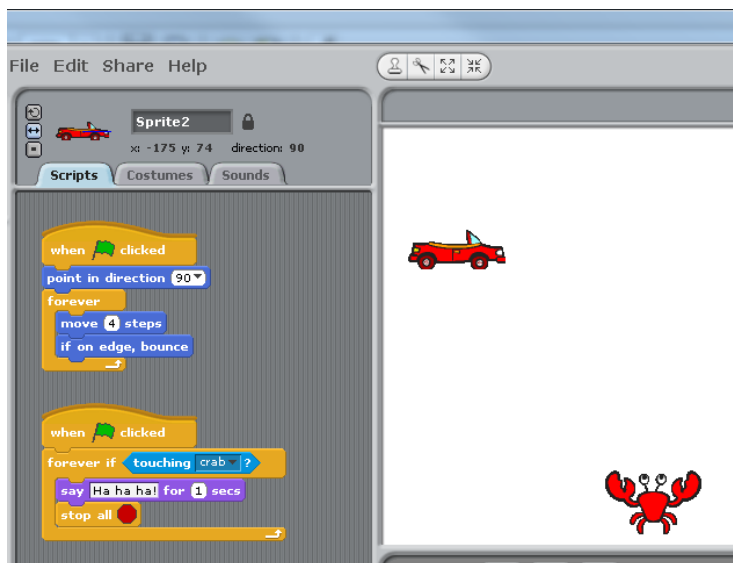3. Add these scripts to the main character to control its movement.


```
when up arrow key pressed
change y by 10

when down arrow key pressed
change y by -10

when left arrow key pressed
change x by -10

when right arrow key pressed
change x by 10
```

4. Add an enemy. I've chosen a car, but don't let that influence your choice.

5. Add this script to the enemy (the car) to make it move.


```
when [green flag] clicked
point in direction 90
forever
    move 4 steps
    if on edge, bounce
```
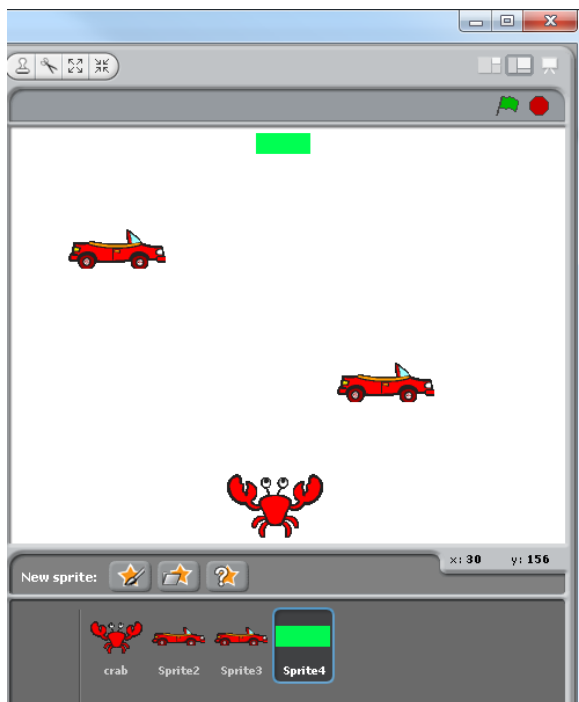
6. This script will kill the character if the enemy touches it. Add it to **the enemy (the car).**

7. Right-click on the enemy and click 'duplicate' to make more of them.
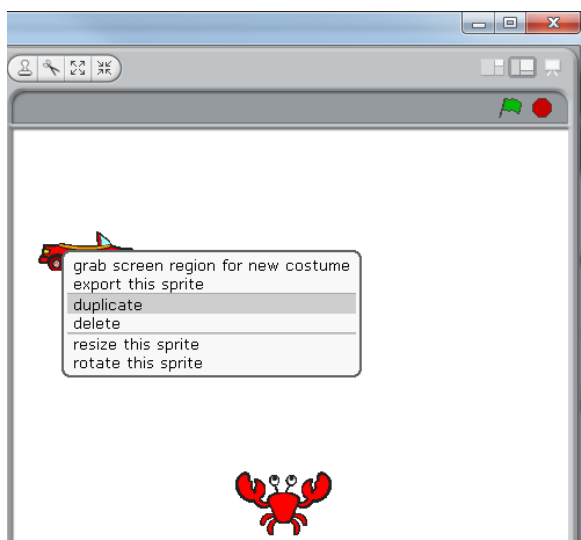
8. Add another sprite, and just make it a green square. Green means good.

9. Add this script to the **main character** to let them win the game.