

- 2
- A. Nothing will happen.
 - B. The tumbleweed will float to the top of the screen.
 - C. The tumbleweed will begin tumbling.
 - D. The tumbleweed will blink on and off.

3

```

when run
  make new tumbleweed sprite at (300, 100)
  sprite tumbleweed
  begins spinning right
  
```

4

```

when run
  make new tumbleweed sprite at (300, 100)
  sprite tumbleweed
  begins swimming left and right
  
```

5

```

when run
  set background color blue
  make new tumbleweed sprite at (300, 100)
  sprite tumbleweed
  begins swimming left and right
  
```

7

```

when run
  set background color blue
  make new tumbleweed sprite at (300, 100)
  make new fish sprite at (100, 300)
  sprite tumbleweed
  begins swimming left and right
  
```

8 & 9

```

when run
  set background color blue
  make new tumbleweed sprite at (300, 100)
  make new fish sprite at (100, 300)
  sprite tumbleweed
  begins swimming left and right
  sprite fish
  begins wandering
  
```

On 9 click play then finish