



```

when clicked
  set Lives to 5
  set Score to 0
  broadcast message1
  go to x: -11 y: -154
  set size to 50 %
  forever
    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
    if Lives < 1 then
      say Game Over for 2 seconds
      stop all
  
```

```

when clicked
  forever
    if touching City Bus ? then
      go to x: -11 y: -154
      change Lives by -1
    if touching Convertible ? then
      go to x: -11 y: -154
      change Lives by -1
    if touching Food Truck ? then
      go to x: -11 y: -154
      change Lives by -1
    if touching Truck ? then
      go to x: -11 y: -154
      change Lives by -1
    if touching Apple ? then
      go to x: -11 y: -154
      broadcast message1
      change Score by 1
      change Lives by 1
  
```

```

when clicked
  set size to 40 %
  go to x: -230 y: 106
  set rotation style left-right
  forever
    change x by 7
    if x position > 230 then
      set x to -230
  
```

```

when clicked
  set size to 40 %
  point in direction -90
  go to x: 175 y: 43
  set rotation style left-right
  forever
    change x by -7
    if x position < -230 then
      set x to 230
  
```



```

when clicked
  set size to 40 %
  go to x: -230 y: -41
  set rotation style left-right
  forever
    change x by 5
    if x position > 230 then
      set x to -230
  
```

```

when clicked
  set size to 40 %
  point in direction -90
  go to x: 175 y: -90
  set rotation style left-right
  forever
    change x by -5
    if x position < -230 then
      set x to 230
  
```



```

when I receive message1
  set size to 30 %
  go to random position
  
```