



Octopus

```

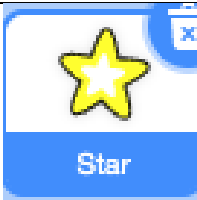
when up arrow key pressed
  change y by 10

when down arrow key pressed
  change y by -10

when right arrow key pressed
  change x by 10

when left arrow key pressed
  change x by -10

when clicked
  forever
    if touching Star ? then
      change Score by 1
      play sound Wand until done
  
```

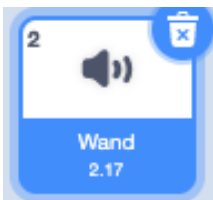


Star

```

when clicked
  forever
    glide 1 secs to random position
  
```

Other Needs of Project:
 To Create a Variable of Score:
 Need to Download in sounds:



Wand
2.17

Need Back Ground of:



Underwater 1
486 x 366