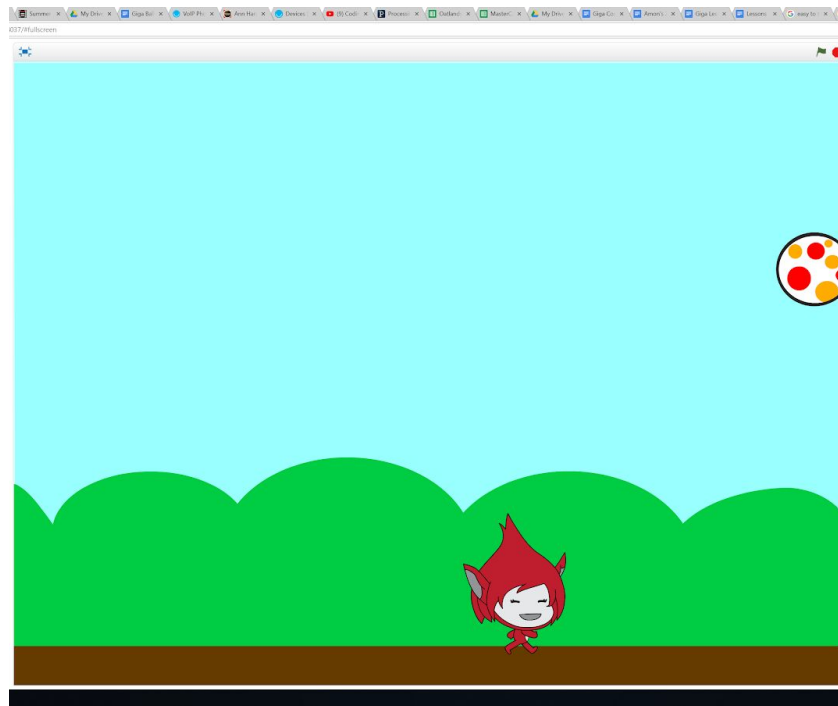


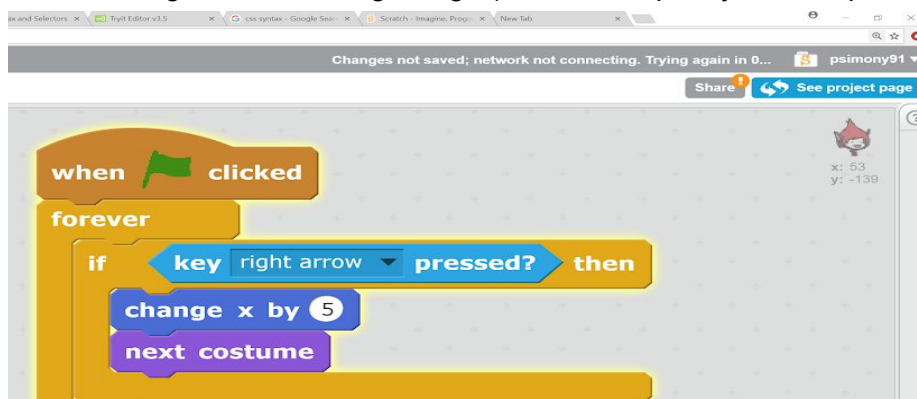
Giga Ball Drop

Here we have Giga. She needs to keep moving so she can stop the ball from hitting her in the head!



Let's look at how we'd do this in code.

The first thing we need is to get Giga (or another sprite you have picked!) to move.

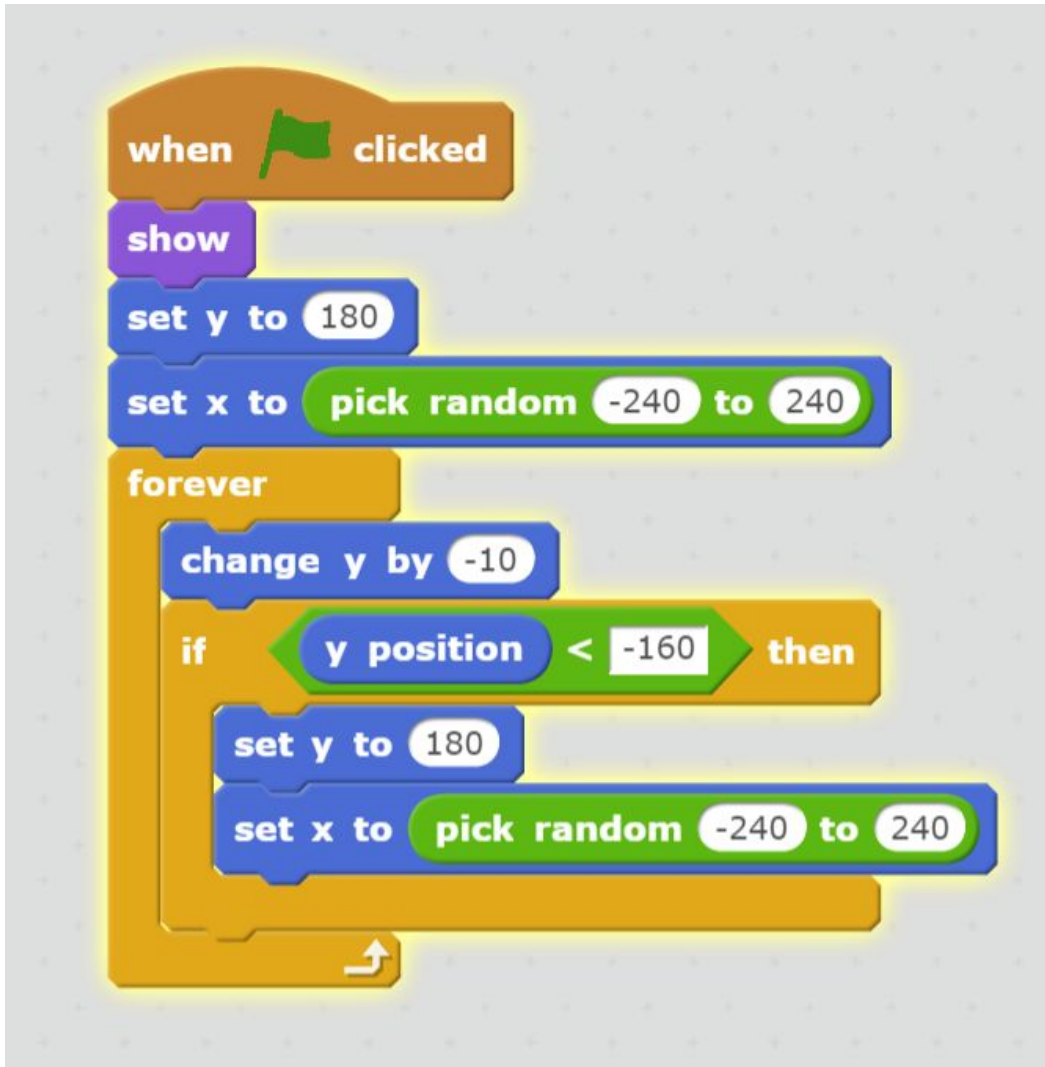


This code will allow her to move to the right!

Task 1:

- How do we get Giga to move to the left?

Next we need to have the ball drop and from the top of the screen. Once we select our ball we need to place this code inside of the sprite.



Task 2:

- Have the background change to a game over screen when Giga is hit by the ball
- Create a score variable that will change whenever Giga dodges the ball