

Controlling a screen object with the Finch sensors

Create 4 sprites.

Put 3 at the top and 1 at the bottom

Name the sprite at the bottom qq

Add this code to the sprite on the bottom

CONTROL

When the green flag is clicked

VARIABLES

Create the variable score

Set score to 0

CONTROL

Repeat until score > 10

If the finch orientation = left wing down

Change x by -2

If the finch orientation = right wing down

Change x by 2

Set beak light to green and beep

For the 3 sprites on top add this code

