Protect the Bird

In this program, there are 6 sprites: player, parrot, and four bats. The player can only move left and right. The bats move towards the parrot. The parrot moves back and forth. If the bat touches the player, the bat reappears from the top of the screen and the player gets 10 points. If a bat touches the parrot, the game is over.
- If Start Button Pressed
  - Set Score to 0
  - Face right
  - Go to 0, -40

- If Right Key Pressed
  - Face Right
  - Increase X by 10

- If Left Key Pressed
  - Face Left
  - Decrease X by 10

- If Start Button Pressed
  - Go to -300 to -300, 200 to 300
  - Begin Forever Loop
    - Point towards Parrot
    - Move 1-5 steps
    - If Touching Parrot
      - Say Got you! For 2s
      - Stop all
    - If Touching Player
      - Change Score by 10
      - Go to -300 to -300, 200 to 300
  - End Forever Loop
• If Start Button Pressed
  o Face right
  o Go to -190, -180
  o Begin Forever Loop
    ▪ Repeat 200 Times
      ▪ Increase X by 2
    ▪ End Repeat
    ▪ Face Left
    ▪ Repeat 200 Times
      ▪ Decrease X by 2
    ▪ End Repeat
    ▪ Face Right
    ▪ If touching Bat
      ▪ Say Aaargh! for 2 s
      ▪ Stop
    ▪ If touching Bat2
      ▪ Say Aaargh! for 2 s
      ▪ Stop
    ▪ If touching Bat3
      ▪ Say Aaargh! for 2 s
      ▪ Stop
    ▪ If touching Bat4
      ▪ Say Aaargh! for 2 s
      ▪ Stop
  o End Forever Loop