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LessonID: 174

I can use IF ELSE statements within a game



Your task is to create a brand new game called Keep Up Challenge. In this game, the computer mouse is used to keep a ball in the air; if the ball touches the mouse it glides up, but if it doesn't, it falls to the floor.





Why not see if you can program your footballs so they stop moving if they touch the edge of the screen. This could be how the game comes to an end.

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