

```
on start
  set mySprite to sprite [sprite icon] of kind Player
  move mySprite with buttons [plus icon]
  set donut to sprite [donut icon] of kind Food
  set background color to [blue circle]

on sprite of kind Player overlaps otherSprite of kind Food
  start countdown 10 (s)
  play sound ba ding
  set donut position to x pick random 10 to 160 y pick random 10 to 120
  change score by 1
```