1. **Make the Fruit give you 10 points instead of 5.**
   Paste the code from your program below:

2. **Have the Fruit choose its costume at random each time it starts falling, so that it's sometimes an apple and sometimes an orange.**
   Paste the code from your program below:

Extensions

1. **Make oranges worth more than apples — give 20 points each time an orange is collected.**
   You can use *self.costume_number* to obtain the current costume number.

2. **Now the orange gives you more points than the apple, can you make the orange appear less often?**
   You can use random.randint() but then, instead of using the result directly as the costume number, make a decision based on the value. You might find an if/else statement useful — look this up in the help. This is not easy!