

## Lesson 6

### Worksheet 3 — Tasks

1. **Bowl:** Add rightwards movement to the bowl, so that using the left and right arrows you can move the bowl left and right. Make sure the bowl can't move off the stage.  
Paste the code from your first program below:

2. **Apple:** Increase the game difficulty by making the apple drop from a random x position. NB: remember to select a good range for the values (not outside the stage)  
Paste the code from your second program below:

3. **Apple: Make the apple movement faster after it reaches the bottom half of the stage.**  
Paste the code from your program below:

## Extensions

### 1. How do we make the apple disappear when the bowl collects it?

*You can change the Apple code within the while True loop. You can use the Touching sense introduced in the previous lesson: `self.touching(Object)`.*

Paste the code from your program below:

2. **When the Apple reaches the bottom of the screen it vanishes: can you add a script so that pressing a key (for example “d”) drops the apple again? What happens if you press “d” while the apple is already dropping? Can you think of a solution to this (this is quite hard!)?**

Paste the code from your program below: