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Lesson 5
Worksheet 3 — Tasks

1. **Add a variable for the duration of the star movement with a random value from 1 up to 3 — change that variable each time the star glides to a random location.**
   Paste the new code from your program below:

2. **Make the Bird and the Star little smaller than they are now.**
   Paste the new code from your program below:

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3. **Make the game more difficult by decreasing the bird speed each time it collects a star. You will have to add some code in the** *while True — if self.touching(Star)* **section. To decrease the speed, you can update the Bird's speed variable:**
    *self.speed = self.speed * 0.9*
    Paste the new code from your program below:

Extensions

1. **Can you add a variable "score" to keep track of how often the player catches the star? Make the bird say the score (instead of "Got you!") during the game.**
   Paste the new code from your program below:

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2. **Add a Sprite for the player to avoid — if you bump into it, you lose a point from your score.**
   Paste the new code from your program below.

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- **To debug your code, as well as "saying" a value, you can use the Python function *print(value)* to ask Python to tell you the value. Pytch will show you the value in the "Output" window, underneath the scripts. For example, if you write *print(self.score)*, Python will print the value of the score there.**
  Paste the first 5 lines of what you see in your Pytch Output window after you catch the star 5 times.