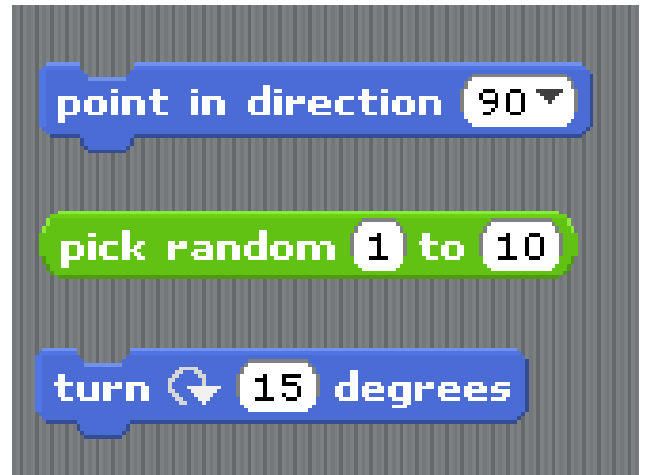
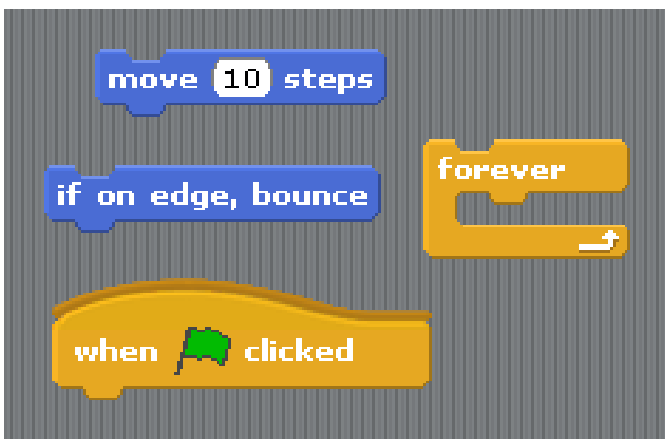


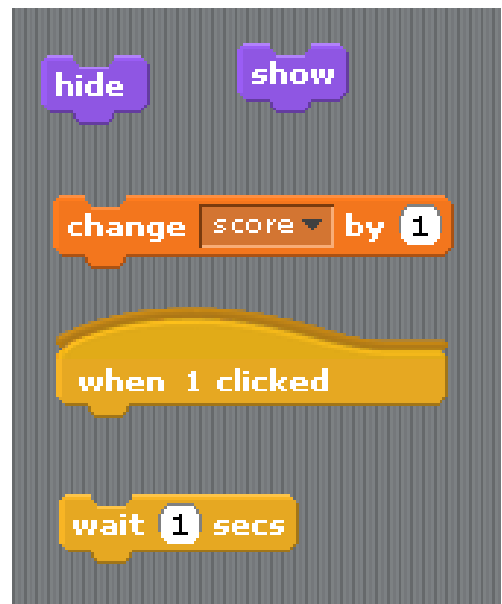
Report score



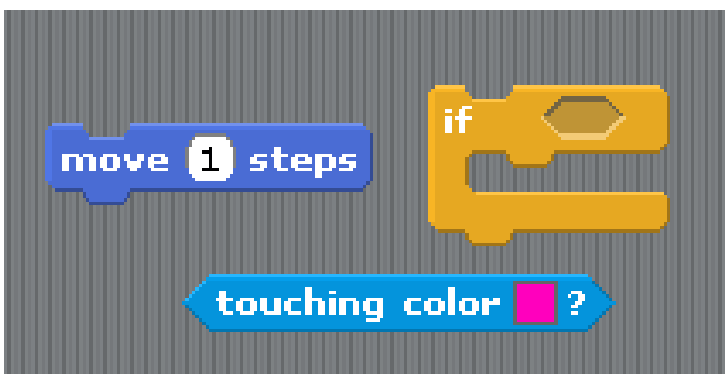
Random direction one blue and random



Move and bounce of edge



Score when clicked and hide



go faster if touching another sprite



Sprite doesn't rotate