

```
drawSprites();
var viking = createSprite(200, 200);
viking.setAnimation("viking");
```

```
var cave = createSprite(200, 200);
cave.setAnimation("cave");
var a = createSprite(225, 143);
a.setAnimation("house");
a.scale = 0.9;
```

```
var door = createSprite(257, 224);
door.setAnimation("door");
door.scale = 0.30;
```

```
var b = createSprite(123, 260);
b.setAnimation("happypumpkin");
b.scale = 0.15;
```

```
var b = createSprite(195, 260);
b.setAnimation("happypumpkin");
b.scale = 0.15;
```

```
var b = createSprite(317, 260);
b.setAnimation("happypumpkin");
b.scale = 0.15;
```

```
var witch = createSprite(200, 200);
witch.setAnimation("witchright");
witch.scale = 0.36;
```

```
function draw() {
```

```
  if (keyDown("right")) {
    witch.setAnimation("witchright");
    witch.x = witch.x + 5;
    witch.setAnimation("witchright");
  }
```

```
  if (keyDown("left")) {
    witch.setAnimation("witchleft");
    witch.x = witch.x - 5;
    witch.setAnimation("witchleft");
  }
```

```
  if (keyDown("up")) {
    witch.setAnimation("witchright");
    witch.y = witch.y - 5;
    witch.setAnimation("witchright");
  }
```

```
  if (keyDown("down")) {
```

```
    witch.setAnimation("witchright");
    witch.y = witch.y + 5;
    witch.setAnimation("witchright");
}
if (mousePressedOver(door)) {
    door.setAnimation("door");
    door.visible = false;
}
if (mousePressedOver(door)) {
    viking.setAnimation("viking");
    viking.visible = true;
}
drawSprites();
fill("orange");
textSize(25);
text("click the arrows to move the witch", 10, 350);
if (keyDown("up")) {
    text.visible = false;
}
}
```