

```
var dog = createSprite(200, 240);
dog.setAnimation("dog");
dog.scale = 0.5;

function draw() {
  background("lightblue");
  fill("black");
  textSize(30);
  text("HAPPY BRITHDAY!!!", 50, 40, 400, 100);
  text("USE ARROWKEYS TO MOVE", 50, 100, 400, 100);
  if (keyDown("left")) {
    dog.x = dog.x - 10;
    dog.setAnimation("dog");
  }
  if (keyDown("right")) {
    dog.x = dog.x + 10;
    dog.setAnimation("dog");
  }
  if (keyDown("down")) {
    dog.y = dog.y + 10;
    dog.setAnimation("dog");
  }
  if (keyDown("up")) {
    dog.y = dog.y - 10;
    dog.setAnimation("dog");
  }
  dog.rotation = dog.rotation + 10;

  drawSprites();
}
```