

```

var pumpkin = createSprite(320, 310);
pumpkin.setAnimation("pumpkin");
var witch = createSprite(100, 150);
witch.setAnimation("witch");
var jackolantern = createSprite(80, 310);
jackolantern.setAnimation("jackolantern");
var ghost = createSprite(200, 310);
ghost.setAnimation("ghost");
function draw() {
  background("black");
  fill("orange");
  textSize(30);
  text("HAPPY HALLOWEEN!", 65, 35);
  fill("white");
  textSize(12);
  text("press the arrows to move the ghost and space for a surprise", 0, 10);
  fill("green");
  rect(0, 350, 400, 80);
  pumpkin.scale = 0.3;
  witch.scale = 0.3;
  jackolantern.scale = 0.3;
  if (keyDown("right")) {
    ghost.x = ghost.x + 5;
  }
  if (keyDown("left")) {
    ghost.x = ghost.x - 5;
  }
  if (keyDown("down")) {
    ghost.y = ghost.y + 5;
  }
  if (keyDown("up")) {
    ghost.y = ghost.y - 5;
  }
  if (keyWentDown("left")) {
    ghost.setAnimation("ghost1");
  }
  if (keyWentDown("right")) {
    ghost.setAnimation("ghost2");
  }
  if (keyDown("space")) {
    witch.setAnimation("cloud");
  }
  drawSprites();
}

```