

```
var present = createSprite(200, 270, 30, 30);
present.setAnimation("present");
present.scale = 0.5;
var surprise1 = createSprite(100, 200, 75, 75);
surprise1.setAnimation("nuts");
surprise1.visible = false;
var surprise2 = createSprite(300, 200, 75, 75);
surprise2.setAnimation("SB");
surprise2.visible = false;
var shake_count = 0;
function draw() {
  background("Red");
  line(100, 100, 100, 400);
  line(300, 125, 300, 400);
  fill("yellow");
  ellipse(100, 100, 75, 100);
  fill("blue");
  ellipse(300, 125, 75, 100);
  fill("Black");
  textSize(40);
  text("Happy Birthday", 50, 40, 400, 100);
  fill("Black");
  textSize(40);
  text("Luis", 170, 110);
  if (mouseDidMove()) {
    present.rotation = randomNumber(-10, 10);
    shake_count = shake_count + 1;
  }
  if (shake_count > 30) {
    present.visible = false;
    surprise1.visible = true;
    surprise2.visible = true;
    playSound("274510__jbeetle__3-men-cheering.mp3");
  }
  surprise1.rotation = surprise1.rotation + 1;
  surprise2.x = 300 + randomNumber(0, 50);
  surprise2.y = 200 + randomNumber(0, 50);
  drawSprites();
  fill("black");
  textSize(21);
  text("Move the mouse to shake the present", 25, 360);
}
```