Tropfen

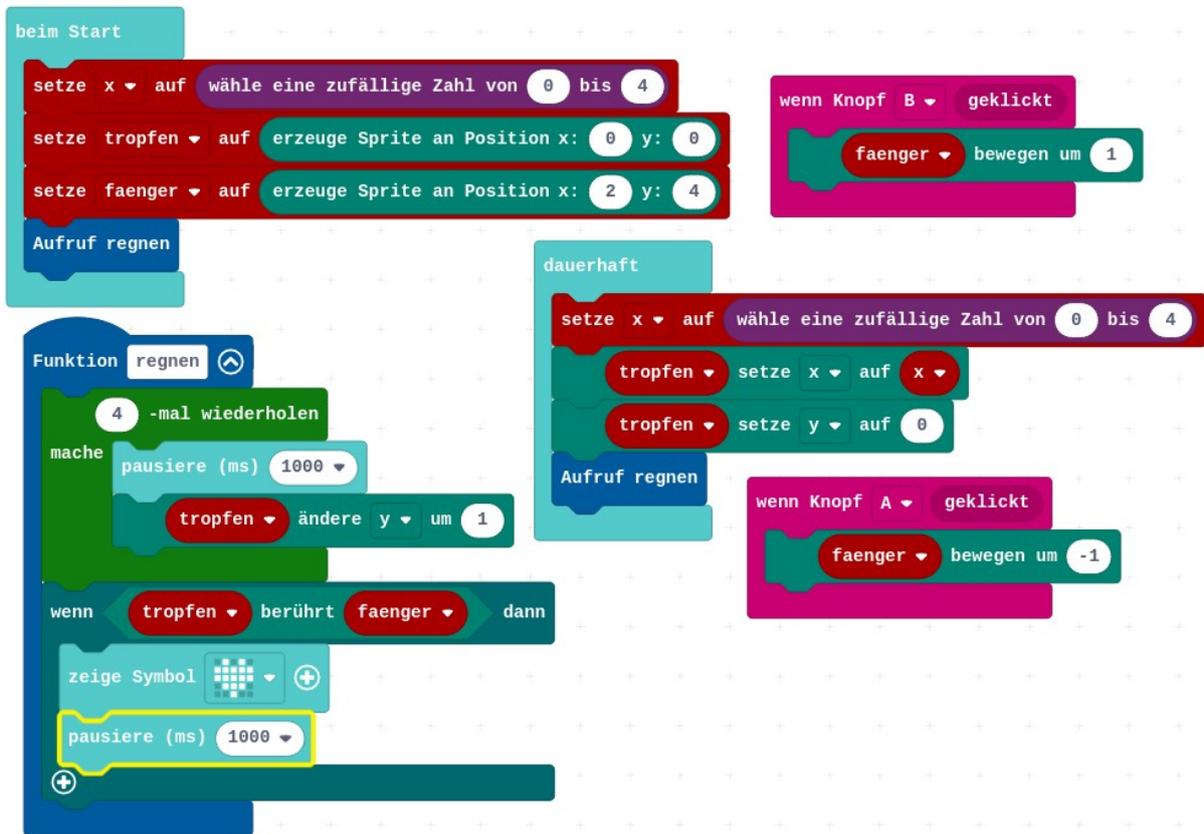## Makecode:

JavaScript

```
input.onButtonEvent(Button.A, input.buttonEventClick(), function () {
faenger.move(-1)
})
function regnen () {
for (let index = 0; index < 4; index++) {
basic.pause(1000)
tropfen.change(LedSpriteProperty.Y, 1)
}
if (tropfen.isTouching(faenger)) {
```

```
basic.showIcon(IconNames.Heart)
basic.pause(1000)
}
}
input.onButtonEvent(Button.B, input.buttonEventClick(), function () {
faenger.move(1)
})
let faenger: game.LedSprite = null
let tropfen: game.LedSprite = null
let x = randint(0, 4)
tropfen = game.createSprite(0, 0)
faenger = game.createSprite(2, 4)
regnen()
basic.forever(function () {
x = randint(0, 4)
tropfen.set(LedSpriteProperty.X, x)
tropfen.set(LedSpriteProperty.Y, 0)
regnen()
})
```