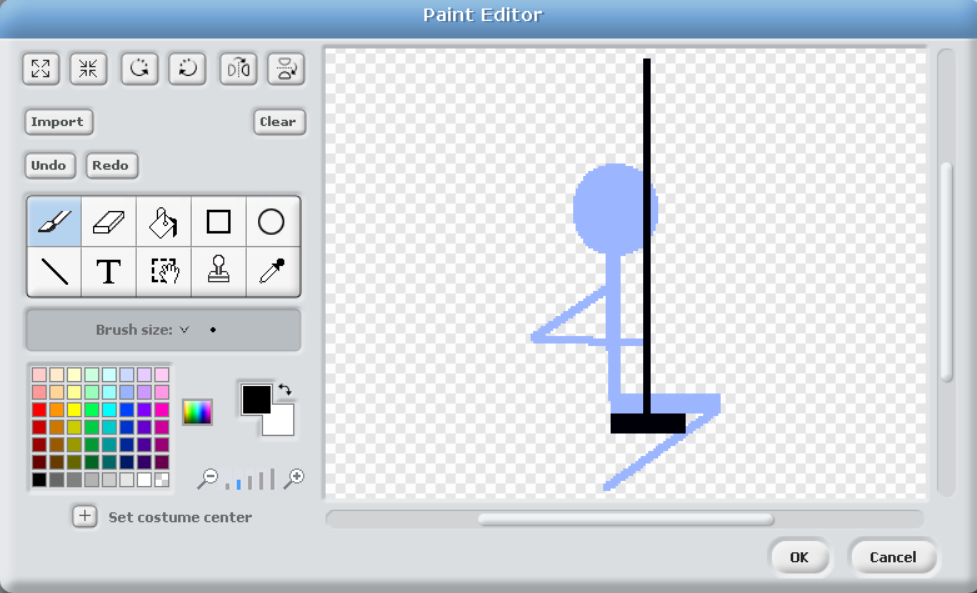
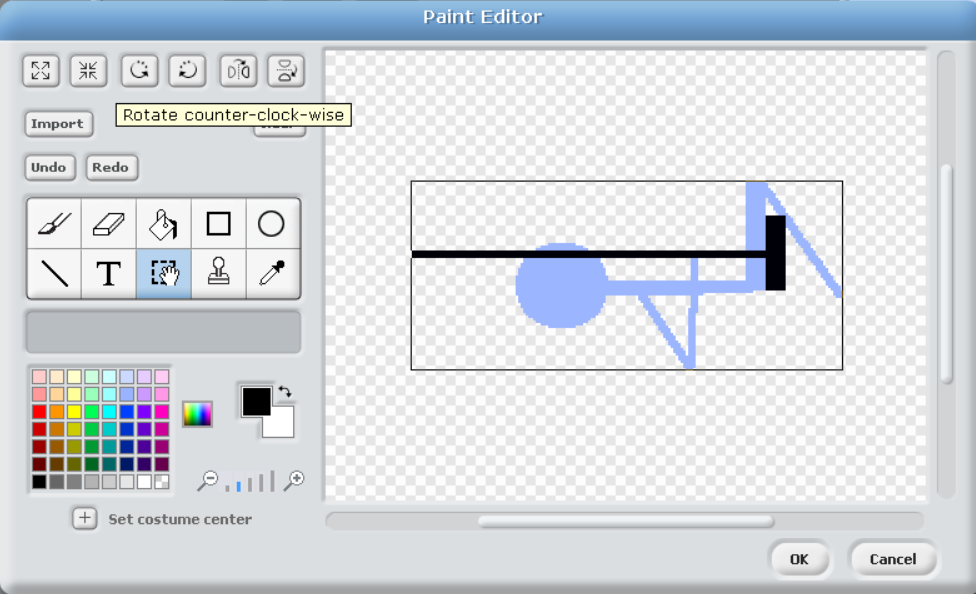
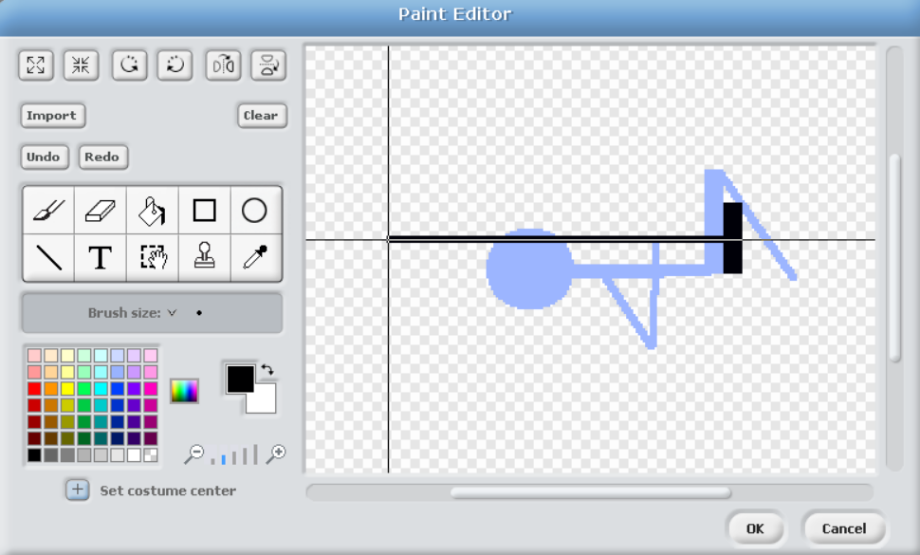
Draw dude on swing:



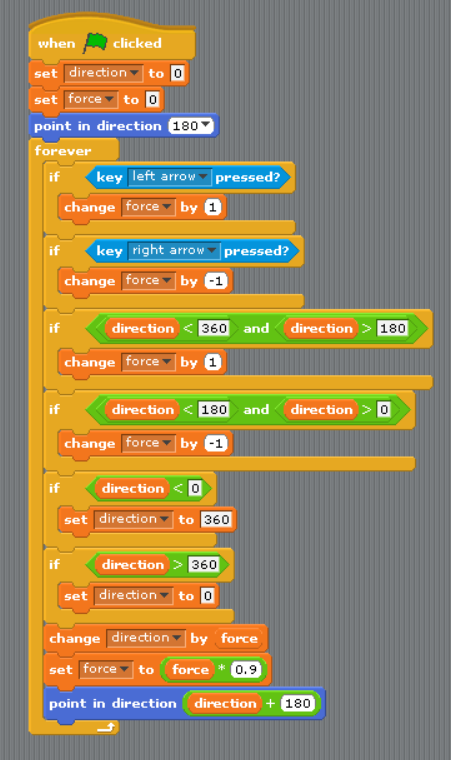
Rotate so it is aligned with empty sprite direction (new sprites always spline left-to-right):



Set rotational point at top of swing **– this is the pivot point** – very important!:



Code:



# Challenges

Can you improve the game by implementing some of the following features?

1. Turn the swing into a wrecking ball
2. Can you make the wall deteriorate (health), and gradually (and visually) decay over collisions
3. Can you turn this into a game