1. Choose a Cat Sprite and perform the following.
   a. Choose a backdrop accordingly (As cat is going to perform a dance).
   b. Add one more sprite (A host to say welcome to the audience).
   c. Make the cat sprite to say "Watch me dancing" for 2 seconds.

2. If the sprite finds any obstacle, make the sprite move 50 steps backward. Turns it to 35 degree and Move the cat sprite 25 steps forward.

3. To make the horse sprite run, repeat the following steps for 10 times.
   a. Start the horse sound
   b. Turn 5 degree
   c. Change the pitch by 20 times
   d. Move 20 steps
   e. Play the horse running sound
   f. Move 10 steps