

Scratch Variable Extension

1. Add a healthy food that is worth 4 points when clicked on.
2. Add a not so healthy food that is worth -3 when clicked on.
3. Add a big cake in the middle and perform the following:
 - a. Ask the user: "Are you sure you want to eat this whole cake? Wait for answer.
 - b. If the Answer is 'Yes', set Good Nutrition Variable to -10.
 - c. If the answer is not 'Yes', say "Wise Choice"