```
public class Warrenz_Coding_In_English : MonoBehaviour {

// Sprites

    GameObject Bowl;
    GameObject Rice_Krispies;
    GameObject Spoon;
    GameObject Sugar;
    GameObject Milk;

// Variables

    int Rice_Krispies = 100f;
    int Points = 0f;
    int Sugar = 1000f;
    int Milk_Temp = 60f;

// Functions

void Awake(Reset everything) // When the Game Starts
{
    Rice_Krispies = 100f;
    Sugar = 1000f;
    Milk_Temp = 60f;
    Points = 0f;
}

void Update(Forever) // These things are always running and being checked
{

if (Rice_krispies is 0 or Milk_Temp is 0)
    {
        GameOver (); // This means go to the GameOver void now
    }
    else // This means it will always happen unless any of the other condition are met
    {
      Wait One Second and take 3 from the Milk_Temp // This means the milk always gets colder
    }

if (Player Presses Spacebar) // These are the player eating kipsies controls
    {
        Do Spoon animation and take away 5 Rice_Krispies;
        Add 5 points to points;
    }

if (Player Presses S Button) // These are the player eating sugar controls
    {
        Do Spoon and sugar animation take away 10 from Sugar;
        Show message for 2 seconds saying "Too much sugar is bad for you";
        Subtract 15 points from points;
    }
} // This is the end of the Update/Forever void

void GameOver()// If any the GameOver conditions have been met
{
        if (Milk_Temp is higher than last Milk_Temp)
    {
      Set the new Temp as the high score and then Show the enter new high score box;
    }
    else // This means it will always happen unless the other condition is met
    {
      Show the Game Over Screen and say better luck next time;
    }
 }

}

// Game On Scratch - https://scratch.mit.edu/projects/152243893/
```