**Matching Game Lab**

The user must try to get the two Sprites to match by clicking on each Sprite to stop it from switching costumes.

Both Sprites should loop through all 4 costumes.

If the Sprite is clicked it should stop looping.

If the Sprite is clicked again it should start looping again.

If both Sprites have stopped looping the program should check to see if both Sprites are stopped on the same costume. If this is the case the user wins the game and a Sprite will say “You Win” otherwise it will say “Try Again” and both Sprites should start looping again.



