

Create a world with a snowy landscape and 3 snow people (two females and one male). Put an igloo (from Buildings) somewhere in the background. The “story” is that the two females are talking to each other. The snowman tries to get their attention. He turns to face one of the snow women, says “Ahem”. She turns to face him and he blinks his eyes at her (you can do this by making the eyes change size rapidly). She blushes (her head turns red). But she’s not interested in meeting him. So she gives him a “cold shoulder” and turns back to talk to her friend. He hangs his head in disappointment, turns away and moves toward the igloo, but stops 10 meters away from it.

You must use a method with a parameter to make the snowman blink a variable number of times. When you send the blink message to the snowman, make him blink twice. Create a "blush" method for the snowwoman that makes her head turn red for two seconds and then returns to her normal coloring.