

**When you click on
the reset button:**

Reset everything

```
reset.onRelease = function() {  
    play();  
}
```

When you click on the hat:

Start Dragging

When you let go of the hat:

Stop Dragging

When you click on the glove:

Start Dragging

When you let go of the glove:

Stop Dragging

When you click on
the Nerf gun:

Start Dragging

When you let go of
the Nerf gun:

Stop Dragging


```
nerf.onPress = function() {  
    this.startDrag();  
}
```

```
nerf.onRelease = function() {  
    this.stopDrag();  
}
```

```
hat.onPress = function() {  
    this.startDrag();  
}
```

```
hat.onRelease = function() {  
    this.stopDrag();  
}
```

```
glove.onPress = function() {  
    this.startDrag();  
}
```

```
glove.onRelease = function() {  
    this.stopDrag();  
}
```