

Code Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 25 y: -8
- glide 1 secs to random position
- glide 1 secs to x: 25 y: -8
- point in direction 90
- point towards mouse-pointer

when clicked

forever


- if key right arrow pressed? then
 - turn 3 degrees
- if key left arrow pressed? then
 - turn 3 degrees

when clicked

- set Lives to 3
- set Score to 0
- wait until Lives < 0
- stop all

Lives 3

Score 3



Sprite controller

x: 25 y: -8

Show Size 40 Direction -51

Backdrops

- controller
- Red
- Yellow
- Yellow2

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scratch.mit.edu/projects/372619393/editor/

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Code | Costumes | Sounds

Motion


- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 69 y: 45
- glide 1 secs to random position
- glide 1 secs to x: 69 y: 45
- point in direction 90
- point towards mouse-pointer

Control

- when clicked
- hide
- wait 2 seconds
- forever loop:
 - create clone of myself
 - wait pick random 5 to 10 seconds
- when I start as a clone:
 - go to x: item pick random 1 to 2 of Start Positions y: item pick random 1 to 2 of Start Positions
 - point towards controller
 - show
 - repeat until touching controller?
 - move 1 steps
 - move 5 steps
 - if touching color red?
 - change Score by 1
 - play sound pop until done
 - else:
 - change Lives by -1
 - play sound pop until done
 - delete this clone

Stage

Lives: 3
Score: 2



Sprite: Red | x: 69 | y: 45 | Size: 100 | Direction: -140

Backdrops: controller, Red, Yellow, Yellow2

Windows: Windows, SIMS, 14:59, 16/03/2020

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Code | Costumes | Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 70 y: -57
- glide 1 secs to random position
- glide 1 secs to x: 70 y: -57
- point in direction 90
- point towards mouse-pointer

Control

- when clicked
- hide
- wait 4 seconds
- forever loop:
 - create clone of myself
 - wait pick random 5 to 10 seconds

Variables

- Lives: 3
- Score: 3

Code for Clone:

```
when I start as a clone
  go to x: item pick random 1 to 2 of Start Positions y: item pick random 1 to 2 of Start Positions
  point towards controller
  show
  repeat until touching controller
    move 1 steps
  move 5 steps
  if touching color Yellow then
    change Score by 1
    play sound pop until done
  else
    change Lives by -1
    play sound pop until done
  delete this clone
```

Stage

- Sprite: Yellow
- x: 70, y: -57
- Show: [] []
- Size: 100, Direction: -42
- Backdrops: controller, Red, Yellow, Yellow2

Backpack

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Code | Costumes | Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: -166 y: -168
- glide 1 secs to random position
- glide 1 secs to x: -166 y: -168
- point in direction 90
- point towards mouse-pointer

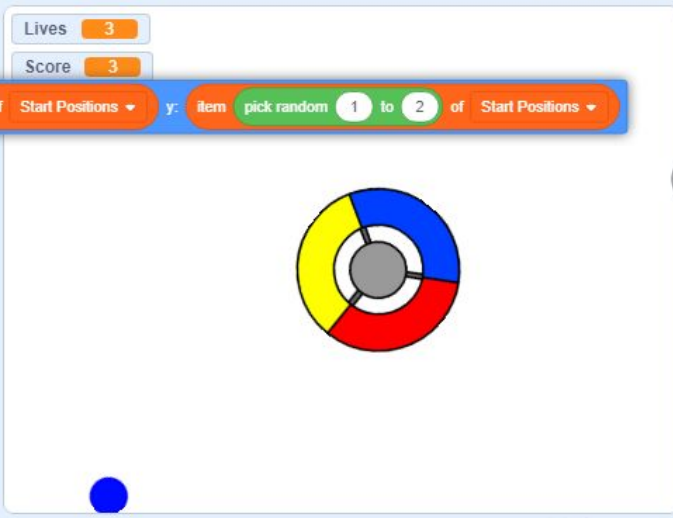
Control

- when clicked
- hide
- wait 6 seconds
- forever loop:
 - create clone of myself
 - wait pick random 5 to 10 seconds

When I start as a clone

- go to x: item pick random 1 to 2 of Start Positions y: item pick random 1 to 2 of Start Positions
- point towards controller
- show
- repeat until touching controller?
- move 1 steps
- move 5 steps
- if touching color blue? then:
 - change Score by 1
 - play sound pop until done
- else:
 - change Lives by -1
 - play sound pop until done
- delete this clone

Lives 3 | Score 3



Sprite: Yellow2 | x: -166 | y: -168 | Size: 100 | Direction: 50

Backdrops: controller, Red, Yellow, Yellow2

Windows: Windows | SIMS | 15:00 | 16/03/2020