

# Helicopter

The image displays a Scratch project titled "Helicopter" by goldfish8880. The project window shows a dark stage with a grey cloud-like backdrop and a blue helicopter sprite. The Scripts area is open, showing the following code:

- when green flag clicked:**
  - switch costume to helicopter1
  - go to x: -190 y: 0
  - forever loop:
    - change x by 1
    - change y by -1
    - if touching color (grey) then:
      - play sound Bomb\_Exploding-Sound\_Explorer-68256487
      - switch costume to crash01
      - wait 0.1 secs
      - repeat 11 times:
        - next costume
        - wait 0.1 secs
      - say Game Over
      - wait 1 secs
      - stop all
    - if x position of helicopter2 > 240 then:
      - say You Win!!
      - wait 1 secs
      - stop all

- when up arrow key pressed:**
- change y by 5
- when green flag clicked (second script):**
- forever loop:
  - switch costume to helicopter2
  - wait 0.01 secs
  - switch costume to helicopter3
  - wait 0.01 secs
  - if touching color (grey) then:
    - wait 2.2 secs
    - stop all
  - if x position of helicopter2 > 240 then:
    - wait 1 secs
    - stop all

# Race Cars

**Scripts** | Costumes | Sounds

**Events**

- when green flag clicked

**Control**

- when left arrow key pressed
- when right arrow key pressed
- when space key pressed
- forever loop

**Motion**

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards
- go to x: 142 y: 105
- go to mouse-pointer
- glide 1 secs to x: 142 y: 105
- change x by 10
- set x to 0
- change y by 10
- set y to 0
- if on edge, bounce
- set rotation style left-right

**Looks**

- switch costume to costume1

**Costumes**

- costume1
- costume2

**Sounds**

- say Pink Wins! for 5 secs

**Logic Flow:**

- when green flag clicked: switch costume to costume1, go to x: 20 y: 105, point in direction 90, enter forever loop: if touching color yellow? then say Pink Wins! for 5 secs, stop all.
- when left arrow key pressed: turn 15 degrees.
- when right arrow key pressed: turn 15 degrees.
- when space key pressed: enter forever loop: move 2 steps, if touching color green? then switch costume to costume2, stop this script.



- Scripts
  - Costumes
  - Sounds
- |        |             |
|--------|-------------|
| Motion | Events      |
| Looks  | Control     |
| Sound  | Sensing     |
| Pen    | Operators   |
| Data   | More Blocks |

```
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 20 y: 89
go to mouse-pointer
glide 1 secs to x: 20 y: 89
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
```

- x position
- y position
- direction

Sprites

New sprite: [Image] [Image] [Image] [Image]

Stage  
1 backdrop

New backdrop: [Image] [Image] [Image] [Image]

Sprite1

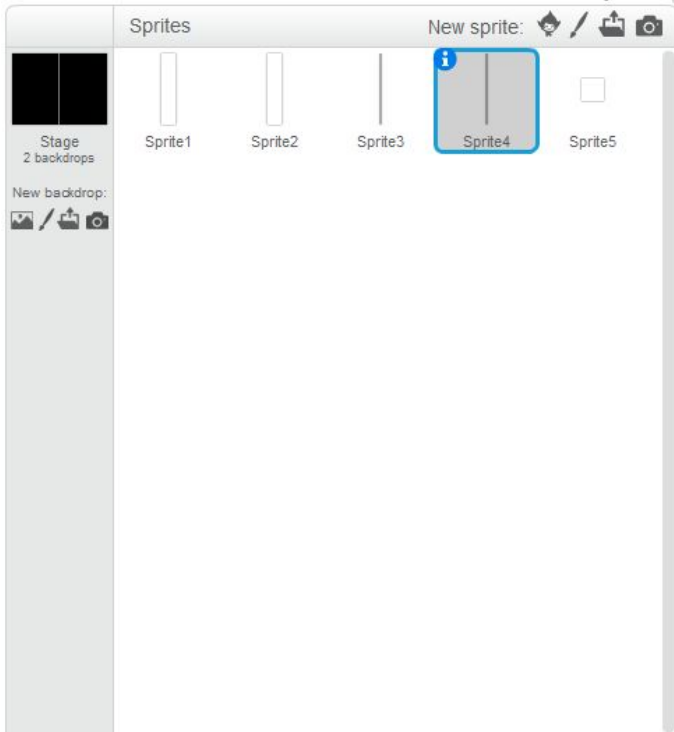
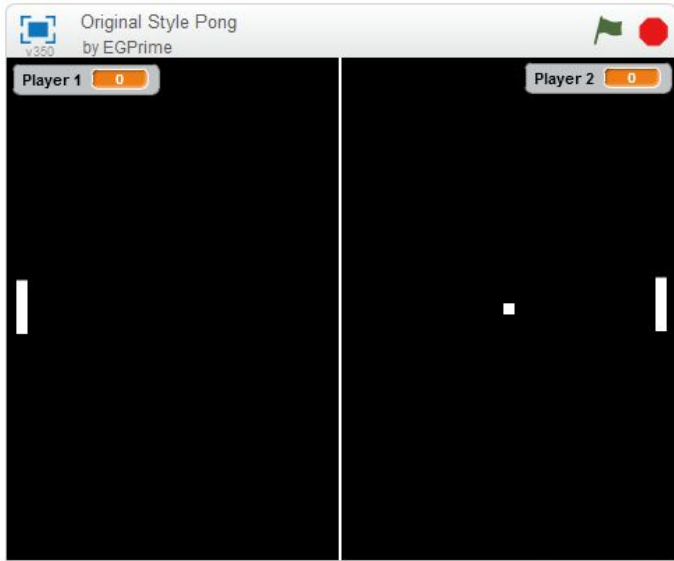
Sprite2

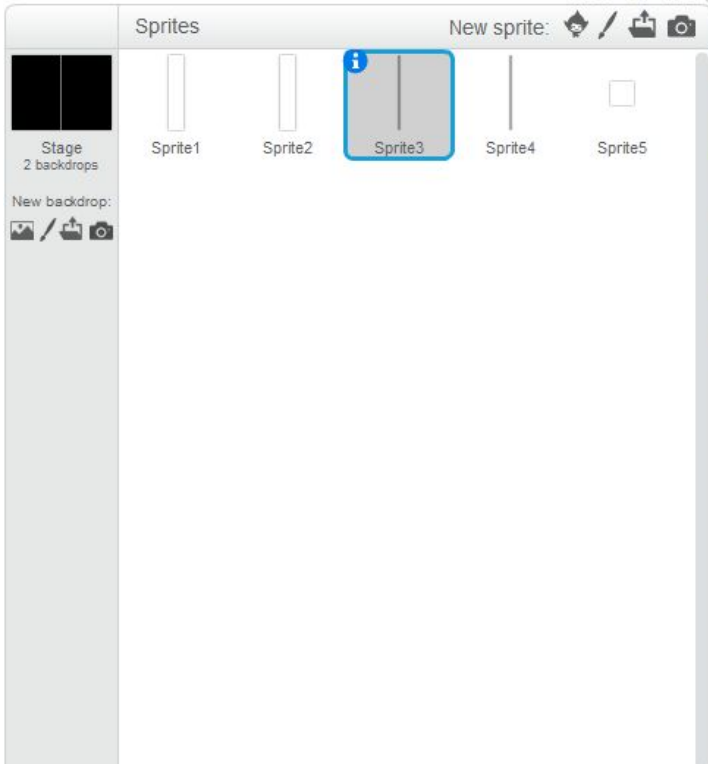
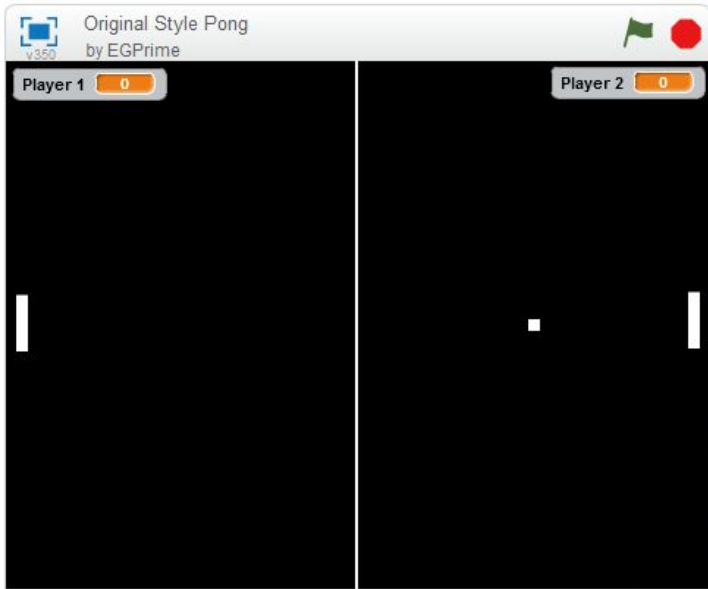
```
when a key pressed
turn 15 degrees
when d key pressed
turn 15 degrees
when space key pressed
forever
move 2 steps
if touching color green ? then
switch costume to costume2
stop this script
when green flag clicked
switch costume to costume1
go to x: 20 y: 89
point in direction 90
forever
if touching color yellow ? then
say Blue Wins for 5 secs
stop all
```

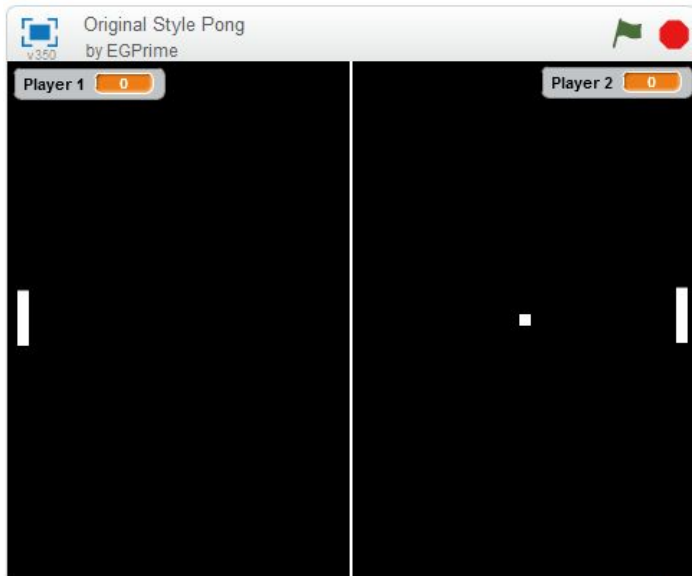
# PONG

The image displays a Scratch project titled "Original Style Pong" by EGPrime. The interface is divided into several sections:

- Game Window:** Shows a black stage with two vertical white bars representing players. "Player 1" has a score of 0, and "Player 2" has a score of 0. A small white square represents the ball.
- Scripts Panel:** Contains a list of script blocks including "wait 1 secs", "repeat 10", "forever", "if...then", "if...then...else", "wait until", "repeat until", "stop all", "when I start as a clone", "create clone of myself", and "delete this clone".
- Sprites Panel:** Shows five sprites: "Stage 2 backdrops", "Sprite1", "Sprite2", "Sprite3", and "Sprite5".
- Script Editor:** Contains the following code:
  - When green flag clicked:** go to x: 0 y: 0, point in direction 90, set Player 2 to 0, set Player 1 to 0, and a "forever" loop containing:
    - if touching Sprite1?:** point in direction pick random (-80 to -100), play sound laser1.
    - if touching Sprite2?:** point in direction pick random (80 to 100), play sound laser2.
    - if touching Sprite4?:** change Player 2 by 1, go to x: 0 y: 0, wait 1 secs, point in direction -90.
    - if touching Sprite3?:** change Player 1 by 1, go to x: 0 y: 0, wait 1 secs, point in direction 90.
    - move 7.5 steps, if on edge, bounce.
  - When green flag clicked (separate block):** forever loop containing play sound Magnetise 1 until done.
  - When g key pressed:** stop all.







- Scripts
- Costumes
- Sounds
- Motion
- Looks
- Sound
- Pen
- Data
- Events
- Control
- Sensing
- Operators
- More Blocks

```
when green flag clicked
  go to x: -230 y: 0

when w key pressed
  change y by 20

when s key pressed
  change y by -20

wait 1 secs

repeat 10
  ...

forever
  ...

if ... then
  ...

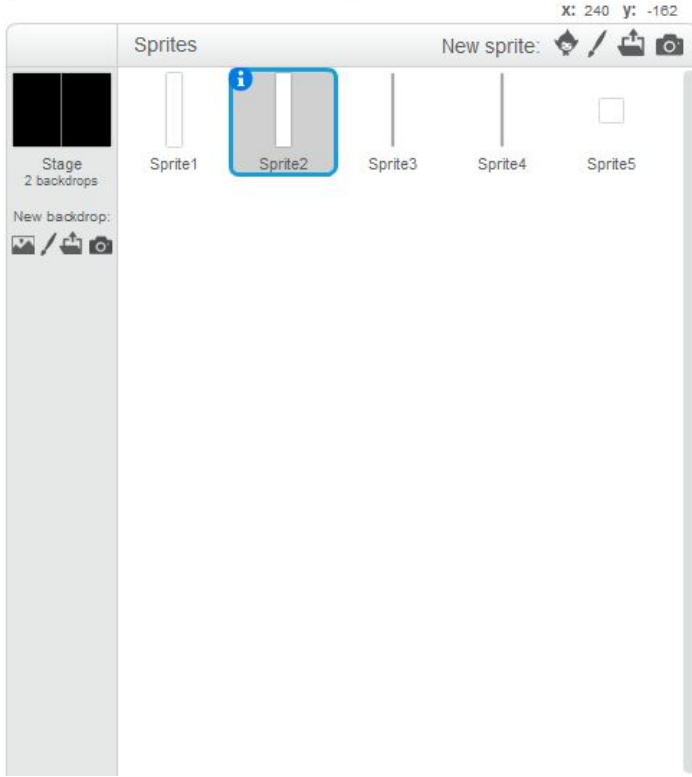
if ... then
  else
  ...

wait until
  ...

repeat until
  ...

stop all

when I start as a clone
  create clone of myself
  delete this clone
```



Backpack