

Pull & throw



Pull on a shape and make it to fly in the opposite direction.

create a sprite with a circle and name it "target".

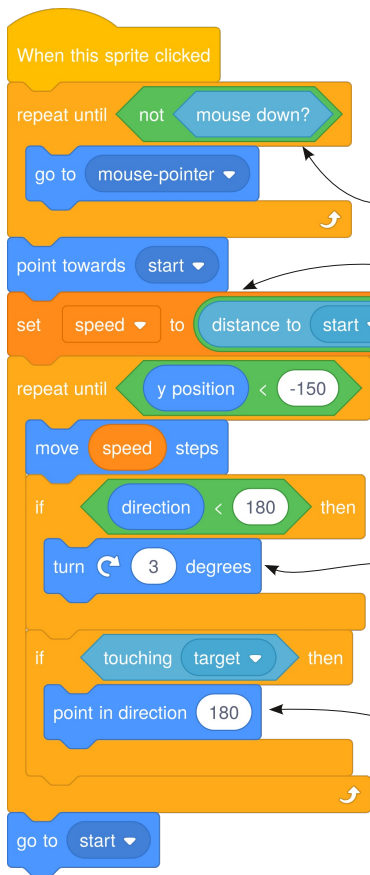


create a second circle name the sprite "start".





Try this code



The ball starts following the mouse

Point towards the ball and create a new variable for the speed.

"Gravity": Turn right until the ball is falling straight down.

Got there: fall down.