Pull & throw

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

basket

target

ball

start

Try this code

when 🚩 clicked
go to start ▾

When this sprite clicked
repeat until not mouse down?
  go to mouse-pointer ▾

point towards start ▾
set speed ▾ to distance to start ▾ / 3
repeat until y position < -150
  move speed steps
  if direction < 180 then
    turn ↻ 3 degrees
  if touching target ▾ then
    point in direction 180
go to start ▾
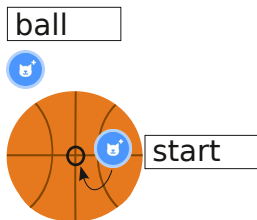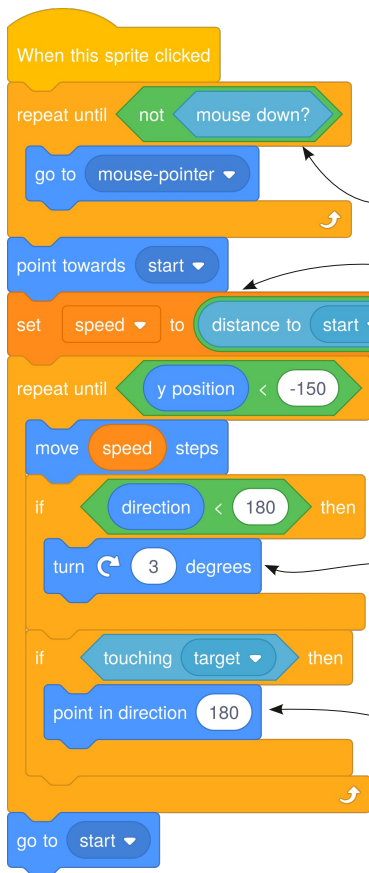
The ball starts following the mouse

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.