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x.thunkable.com/projects/643d83fcea775e2bd9db649/aa853ce2-7837-4295-84c8-6c1fbb215acc/blocks

Design Blocks Jogs

Menu Game Screen3 Screen4 + Public

Search Blocks Toolbox

UI components

- Menu
- Button2
- Image5
- Button1
- Image1

Core

- Control
- Logic
- Math
- Text
- Lists
- Color
- Device
- Objects
- Variables
- Functions

App Features

- Speech
- Sound
- Share
- Camera

Search workspace for blocks

when Button1 Click

do

navigate to Game

when Button2 Click

do

navigate to Screen4

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Design Blocks Jogs

Menu Game Screen3 Screen4 + Public

Search Blocks Toolbox

UI components

- Game
- Label1
- Canvas1

Canvas

- Events
- Motion
- Looks
- Direction
- Sensing
- Add & Remove
- Stage
- Label

Core

- Control
- Logic
- Math
- Text
- Lists
- Color
- Device
- OnChange

Search workspace for blocks

when Sprite\_Type4 is clicked

do

set Sprite2's x speed to 100

when Sprite\_Type5\_arrow is clicked

do

set Sprite2's x speed to 100

when Sprite\_Type8 is clicked

do

set Sprite2's x speed to 0

initialize app variable Score to 0

when Sprite\_Type9 is clicked

do

hide Sprite7

create Sprite\_Type6 x random integer from 30 to 220 y 40

do

set Sprite\_Type6's y speed to 200

when Sprite\_Type2 collides with Sprite\_Type5

do

remove Sprite2

set app variable Score to 0

set Label1's text to GAME OVER

say mas maging pa mag drive bola to English (en-US)

stop all sprites on Canvas1

navigate to Screen3

when Sprite\_Type2 collides with right edge

do

remove Sprite2

set app variable Score to 0

set Label1's text to GAME OVER

say lasing kaba? to English (en-US)

stop all sprites on Canvas1

navigate to Screen3

when Sprite\_Type2 collides with left edge

do

remove Sprite2

set app variable Score to 0

set Label1's text to GAME OVER

say kaka sepon mo yan to English (en-US)

stop all sprites on Canvas1

navigate to Screen3

when Sprite\_Type6 collides with bottom edge

do

create Sprite\_Type5 x random integer from 40 to 320 y 40

do

set Sprite\_Type5's y speed to 200

remove Sprite\_Type6

set app variable Score to app variable Score + 1

set Label1's text to SCORE

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Design Blocks Jogs

Menu Game Screen3 Screen4 + Public

Search Blocks Toolbox

UI components

- Screen3
  - Image4
  - Image3
  - Image2

Core

- Control
- Logic
- Math
- Text
- Lists
- Color
- Device
- Objects
- Variables
- Functions

App Features

- Speech
- Sound
- Share
- Camera
- Files

when Image4 Click

do

navigate to Menu

Search workspace for blocks

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Design Blocks Jogs

Menu Game Screen3 Screen4 + Public

Search Blocks Toolbox

UI components

- Screen4
  - Image6
  - Rich\_Text1

Core

- Control
- Logic
- Math
- Text
- Lists
- Color
- Device
- Objects
- Variables
- Functions

App Features

- Speech
- Sound
- Share
- Camera
- Files
- Sign In

when Image4 Click

do

navigate to Menu

Search workspace for blocks

1 errors

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