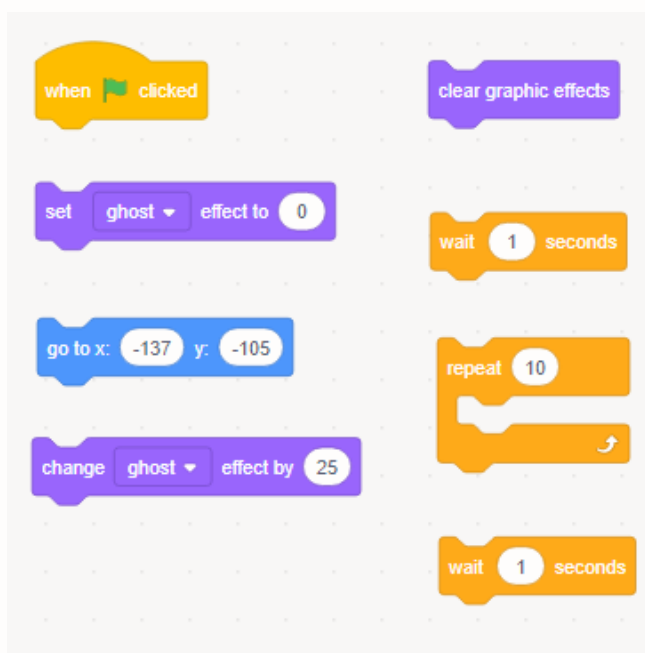# Activity 1

The goal of the activity is to program the dragon to move toward the center of the screen. Try first to create the following scenery:



The commands you will need are as follows:



When the user clicks the green flag, the dragon must move to position x = -185 and y = 30

and become invisible (set the phantom effect to 100). The following actions should then be repeated 10 times:

- ✓ The dragon should move to the right 10 steps,
- ✓ At the same time it will slowly begin to appear (changed the ghost effect by a factor of -10).

The graphics should be cleaned at the start of the program.

## Activity 2

Try to change the code of the previous activity to appear from a random point. Use y as a random option from -160 to 160.

Scratch 3.0 Work Sheet – Dr. Chris Mall
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