

Dinosaur:

The image displays four Scratch scripts for a dinosaur game, organized into four distinct blocks.

Block 1 (Top Left): This script initializes the dinosaur's starting position and velocity. It begins with a "when I receive Start Game" event, followed by a "show" block. It then sets "Starting Y Pos" to -123 and "Y Velocity" to 0. The dinosaur is positioned at x: -187 and y: Starting Y Pos, and is set to the "front" layer. A "forever" loop contains a "Check Jumping" block with parameters -2.7 and 20.5.

Block 2 (Top Right): This script handles the dinosaur's movement and costume changes. It starts with a "when I receive Start Game" event and enters a "forever" loop. An "if" condition checks if "y position" equals "Starting Y Pos". If true, it switches the costume to "Walk 1", waits 0.07 seconds, switches to "Walk 2", waits another 0.07 seconds, and then switches back to "Normal". If the condition is false, it switches the costume to "Normal".

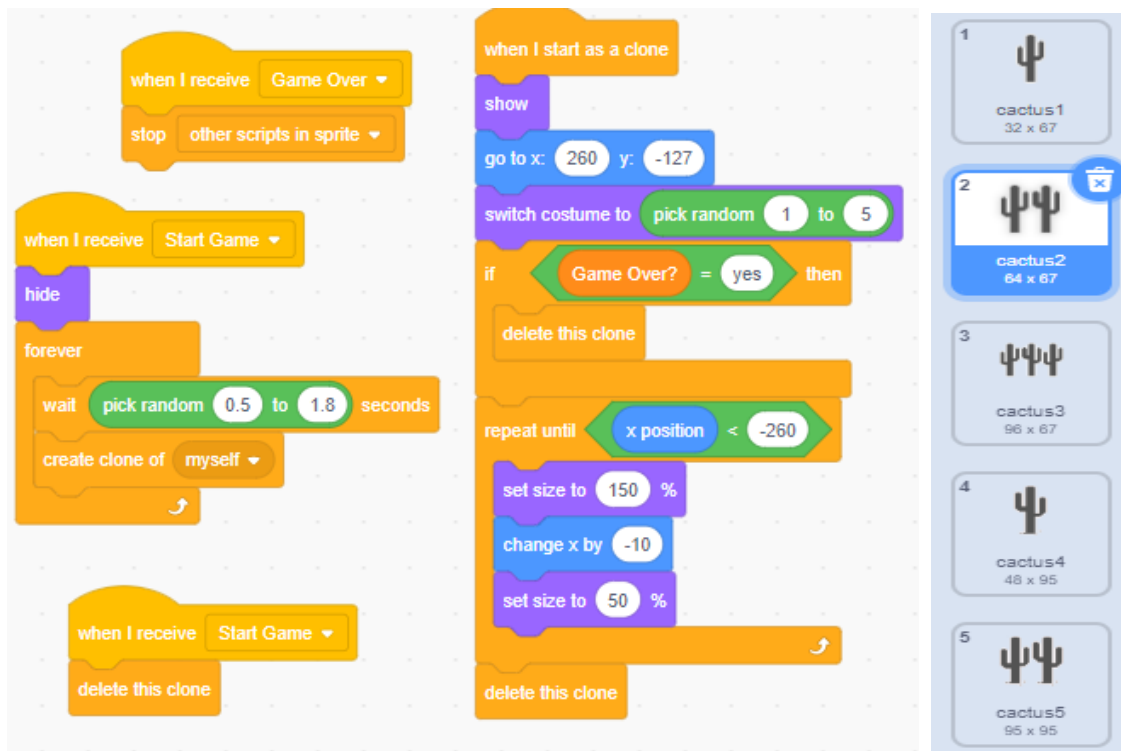
Block 3 (Bottom Left): This script manages the game's state and the dinosaur's behavior when it hits a cactus. It starts with a "when I receive Start Game" event, waits 0.01 seconds, and enters a "forever" loop. An "if" condition checks if the dinosaur is "touching Cactus?". If true, it sets "Game Over?" to "yes", broadcasts "Game Over", switches the costume to "Scared", and stops all scripts in the sprite and this script. If false, it enters another "forever" loop that calls the "Check Jumping" function.

Block 4 (Bottom Right): This is a function definition for "Check Jumping" with parameters "Fall Speed" and "Jump Height". It uses an "if" condition: "if not (y position + Y Velocity < Starting Y Pos) then". If true, it changes y by "Y Velocity" and changes "Y Velocity" by "Fall Speed". If false, it sets "Y Velocity" to 0 and sets y to "Starting Y Pos". It then checks if the "space" key is pressed; if true, it sets "Y Velocity" to "Jump Height".

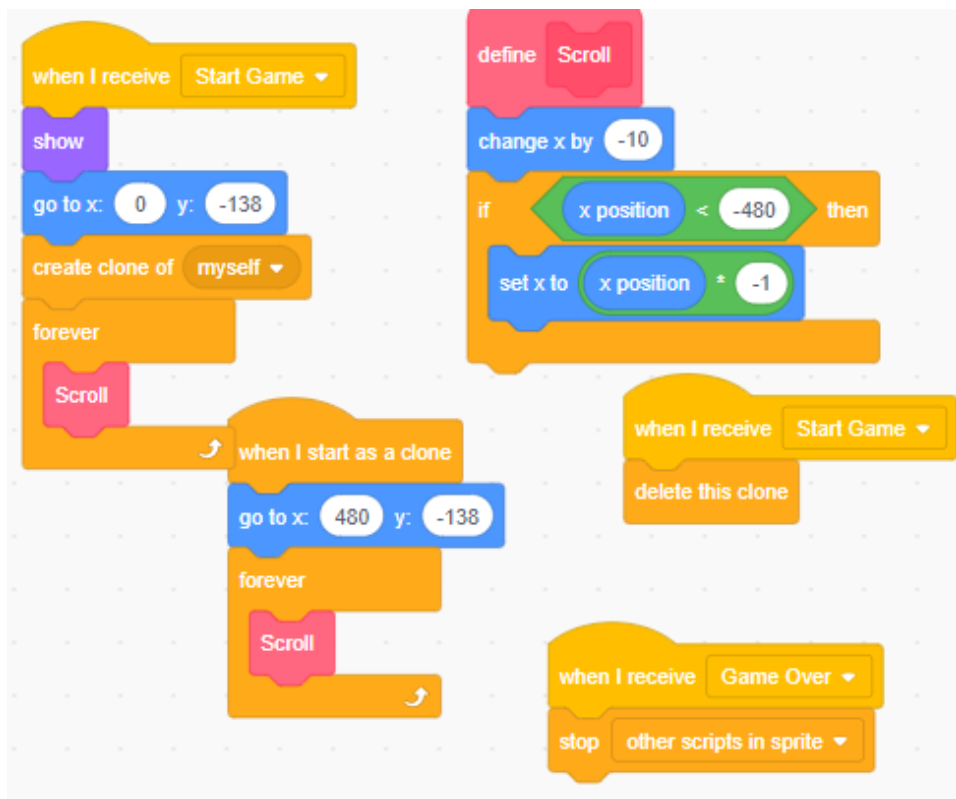
Asset Library (Right Side): A vertical panel on the right shows four dinosaur costumes:

- 1. Normal (81 x 86)
- 2. Walk 1 (81 x 86)
- 3. Walk 2 (80 x 86)
- 4. Scared (74 x 79)

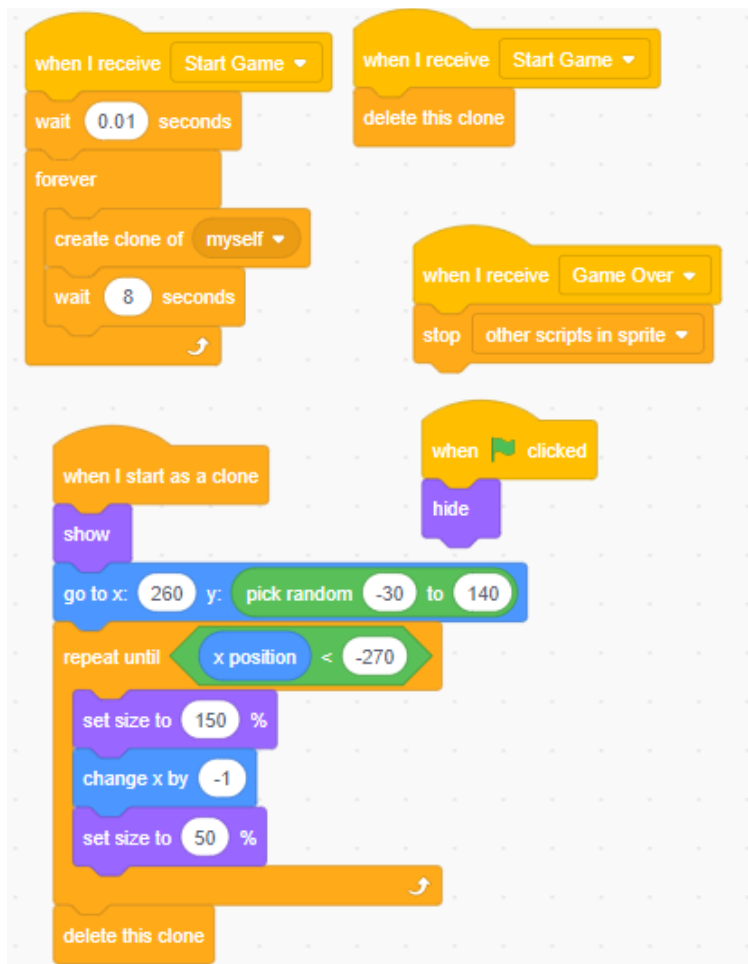
Cactus:



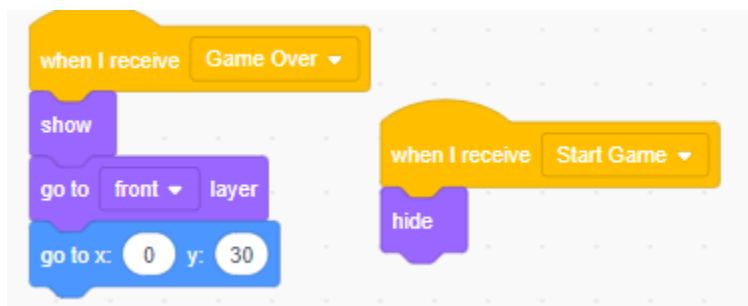
Ground:



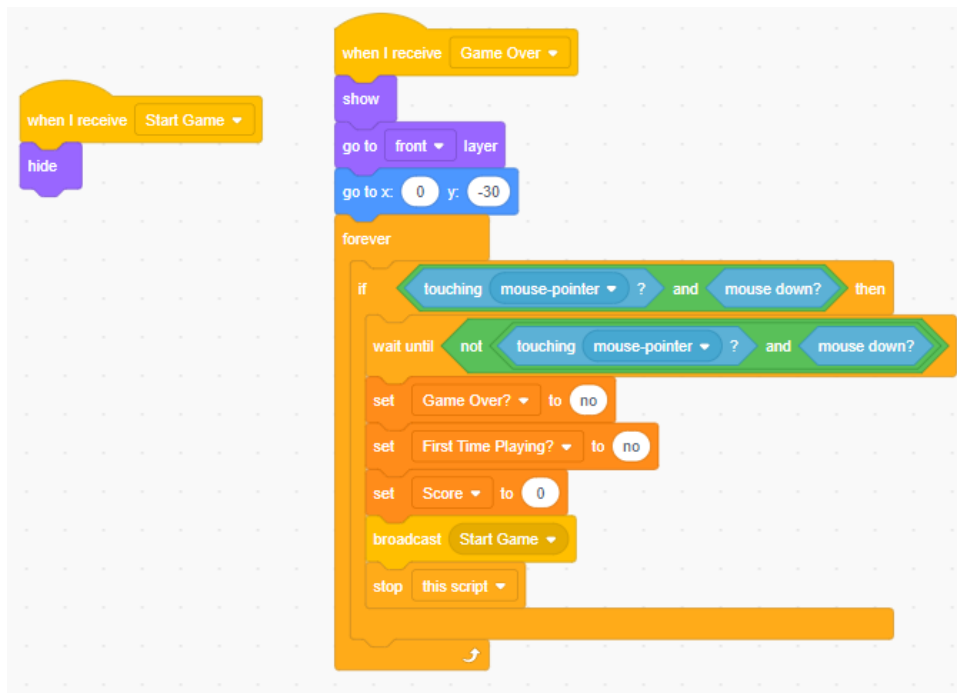
Cloud:



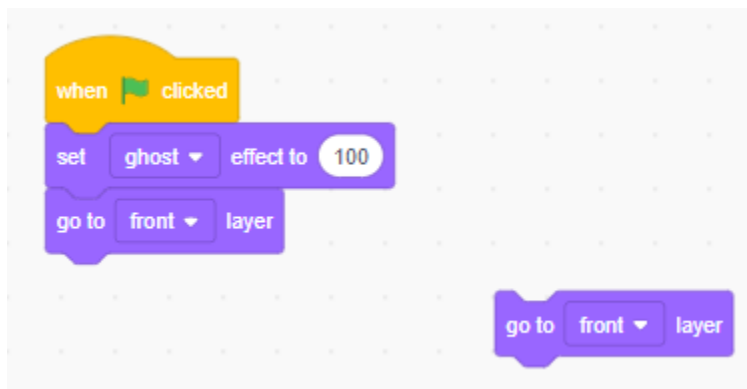
Game over:



Retry button:



Thumbnail:



Starter: <https://scratch.mit.edu/projects/632456220/editor/>