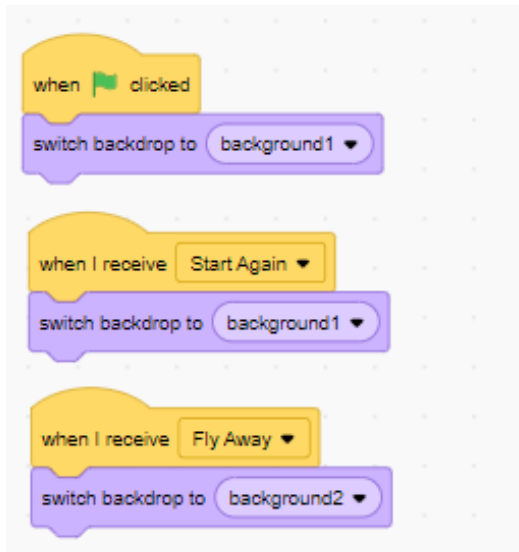
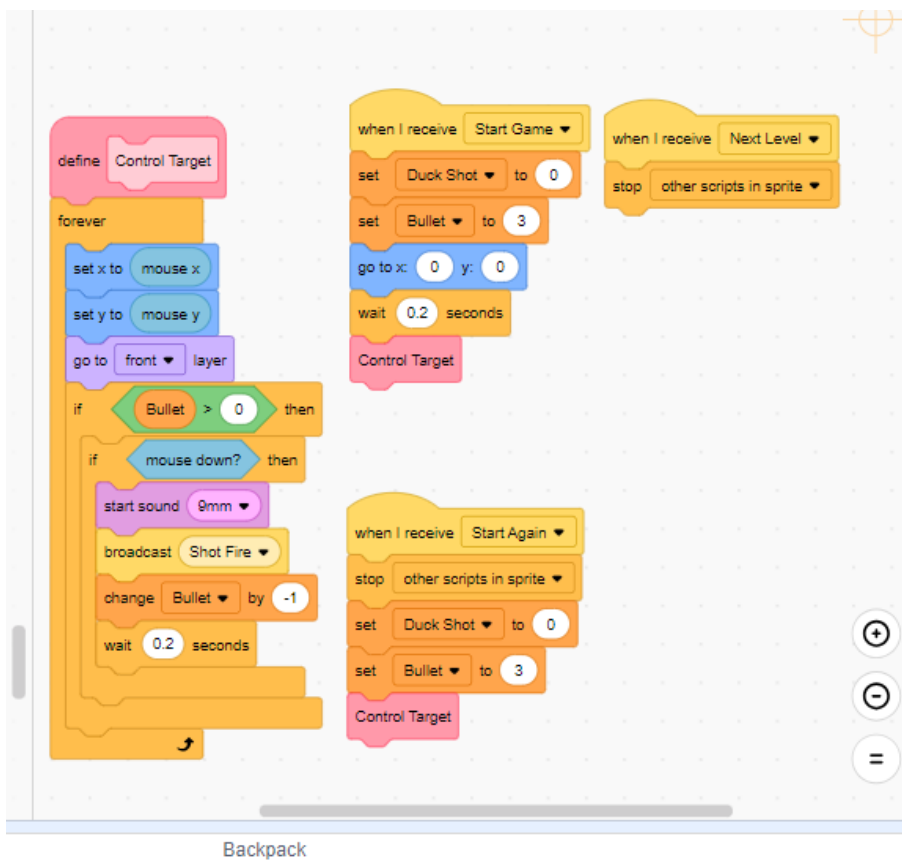


Stage



Target



Dog

The image shows a Scratch script for a dog character, organized into three columns. The script is triggered by a 'when clicked' event.

Column 1 (Main Sequence):

- when clicked
- hide
- wait 0.5 seconds
- switch costume to Dog1
- go to x: -182 y: -95
- go to front layer
- show
- repeat 2
 - animate Dog + 1
 - animate Dog + 2
 - animate Dog + 3
 - animate Dog + 4
 - play sound dog sniff until done
- switch costume to Dog5
- wait 0.3 seconds
- play sound dog barking until done
- switch costume to Dog6
- glide 0.2 secs to x: -66 y: -58
- switch costume to Dog7
- glide 0.2 secs to x: -41 y: -17
- hide
- broadcast Start Game

Column 2 (Functions and Events):

- define animate Dog
 - switch costume to Dog
 - move 10 steps
 - wait 0.1 seconds
- when I receive Dog Caught Duck
 - start sound caught duck
 - go to x: x position of Duck y: -20
 - switch costume to Dog8
 - go to back layer
 - show
 - wait 1 seconds
 - hide
 - broadcast Start Again

Column 3 (Responses):

- when I receive Dog Laugh
 - repeat 3
 - switch costume to Dog11
 - wait 0.2 seconds
 - switch costume to Dog12
 - wait 0.2 seconds
 - hide
 - broadcast Start Again
- when I receive Dog Laugh
 - switch costume to Dog11
 - go to back layer
 - go to x: pick random -120 to 120 y: -20
 - show
 - start sound dog laugh

Backpack

Duck

S

```
when clicked
  set Duck Up Down Speed to 0
  set Duck Count to 10
  set rotation style left-right
  hide

define Animate Duck
  switch costume to Duck4
  go to front layer
  wait pick random 1 to 3 seconds
  show
  forever
    if Duck Shot = 0 then
      switch costume to Duck4
      wait 0.1 seconds
      switch costume to Duck5
      wait 0.1 seconds
      switch costume to Duck6
      wait 0.1 seconds

when I receive Start Game
  Animate Duck

when I receive Start Game
  delete all of Duck Shot List
  repeat 10
    add -1 to Duck Shot List
  Duck Flying

when I receive Fly Away
  repeat until touching edge
    switch costume to Duck1
    wait 0.1 seconds
    switch costume to Duck2
    wait 0.1 seconds
    switch costume to Duck3
    wait 0.1 seconds

when I receive Shot Fire
  if touching mouse-pointer then
    replace item Index of Duck Shot List with 1
    set Duck Shot to 1
    wait 0.2 seconds
    switch costume to Duck7
    broadcast Duck Die
  else
    replace item Index of Duck Shot List with -1
    if Bullet = 0 and Duck Shot = 0 then
      broadcast No More Bullet

when I receive No More Bullet
  set Duck Shot to -1
  wait 0.2 seconds
  broadcast Fly Away
```

Backpack