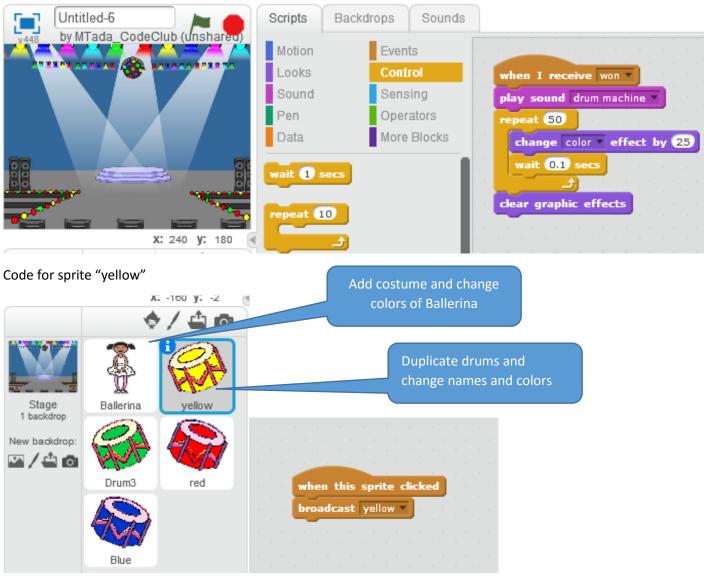
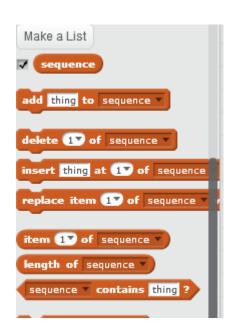
## Game "Memory"

Code for backdrop "Stage"



## Preparations for coding on "ballerina"





## Code for sprite "ballerina"

Game over

```
when P clicked
                                                           define Game over
 switch costume to white
 set score ▼ to 3
                                                           play sound cough-female
 say Copy my moves! for 2 secs
                                                           say Game over! for 1 secs
                                                           if score > high score then
   delete all of sequence ▼
                                                            play sound trumpet1
   repeat score
                                                             set high score v to score
     add pick random 1 to 4 to sequence
                                                             ask High score! What's your name? and wait
     switch costume to item last▼ of sequence ▼
                                                             set name v to answer
     play drum item last of sequence for 0.25 beats
     wait 1 secs
                                                           stop all ▼
   switch costume to white
   wait until length of sequence = 0
   broadcast won ▼ and wait
   change score v by 1
when I receive red ▼
                                                    when I receive green
    item 1 of sequence = 1 then
                                                    if (item 1) of sequence ) = 3 then
  play drum item 1 of sequence for 0.25 beats
                                                      play drum (item 1▼ of sequence ▼ ) for 0.25 beats
  delete 🔝 of sequence 🔻
                                                      delete 1 of sequence
   Game over
                                                       Game over
when I receive blue
                                                   when I receive yellow
if item 1 of sequence = 2 then
                                                        item 1 of sequence | = 4 then
  play drum item 1▼ of sequence ▼ for 0.25 beats
                                                      play drum item 1 of sequence √ for 0.25 beats
  delete 1 of sequence
                                                      delete 1 of sequence
```

Game over