

Code

Costumes

Sounds

Motion

Looks

Sound

Events

Control

Sensing

Operators

Variables

My Blocks

turn 15 degrees

turn 15 degrees

go to random position

go to x: 133 y: 39

glide 1 secs to random position

glide 1 secs to x: 133 y: 39

point in direction 90

point towards mouse-pointer

change x by 10

set x to 133

when clicked

repeat 4

move -10 steps

glide 1 secs to x: 97 y: -159

change color effect by 25

repeat 4

glide .3 secs to x: 97 y: -150

glide .3 secs to x: 97 y: -159

play sound Bong until done

say Done! for 2 seconds

go to x: 142 y: 47

Stage

Sprite Ball

Show

Size 100

Direction 90

39

133

100

90

Backdrops

+

x