





People matter, results count.



- Ruch
  - Spraw aby duszki się poruszały

```
move 10 steps

turn (* 15 degrees

turn (*) 15 degrees

point in direction 90 v

go to x: 0 y: 0
```



- Kontakt
  - Sprawdź, czy 2 duszki dotykają się lub czy duszek dotyka pola w określonym kolorze

```
touching mouse-pointer ▼ ?

touching color ?

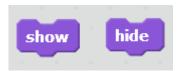
color is touching ?
```



- Widoczność
  - > Pokaż lub schowaj duszka



> Odmierzaj czas





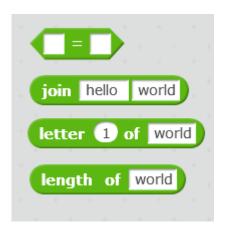
- Losowość
  - Wygeneruj liczbę losową z danego zadanego przedziału







- Teksty
  - Porównuj, zmieniaj słowa i zdania



- Zmienne
  - Przechowuj teksty i liczby w pamięci

```
set score v to 0

change score v by 1

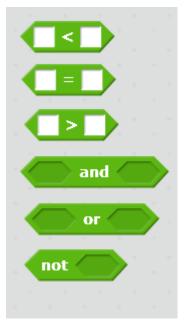
show variable score v

hide variable score v
```



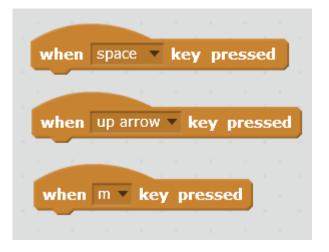


- Porównania
  - Porównuj wartości aby podejmować decyzje w grze





- Przyciski
  - Spraw, aby duszek reagwał na przyciski





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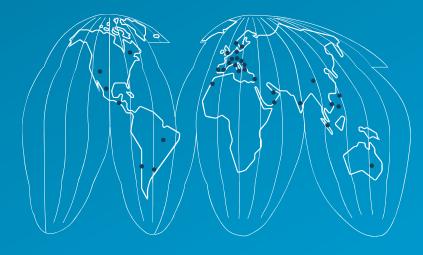


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