

G-1 → Game code: Ben collecting stars



```
when green flag clicked
forever
  go to [random position v]
  show
  wait until [touching Ben?]
  start sound [Collect v]
  change [score] by 1
  hide
```

A Scratch script for a star object. It starts with a "when green flag clicked" hat. Inside a "forever" loop, it has a "go to [random position]" block, a "show" block, a "wait until [touching Ben?]" block, a "start sound [Collect v]" block, a "change [score] by 1" block, and a "hide" block. A speech bubble contains a yellow star icon.

```
when right arrow key pressed
  change [x] by 10
when left arrow key pressed
  change [x] by -10
when up arrow key pressed
  change [y] by 10
when down arrow key pressed
  change [y] by -10
```

A Scratch script for player movement. It includes four "when <key pressed>" blocks: "right arrow" (changes x by 10), "left arrow" (changes x by -10), "up arrow" (changes y by 10), and "down arrow" (changes y by -10). A speech bubble contains an illustration of the boy Ben.