

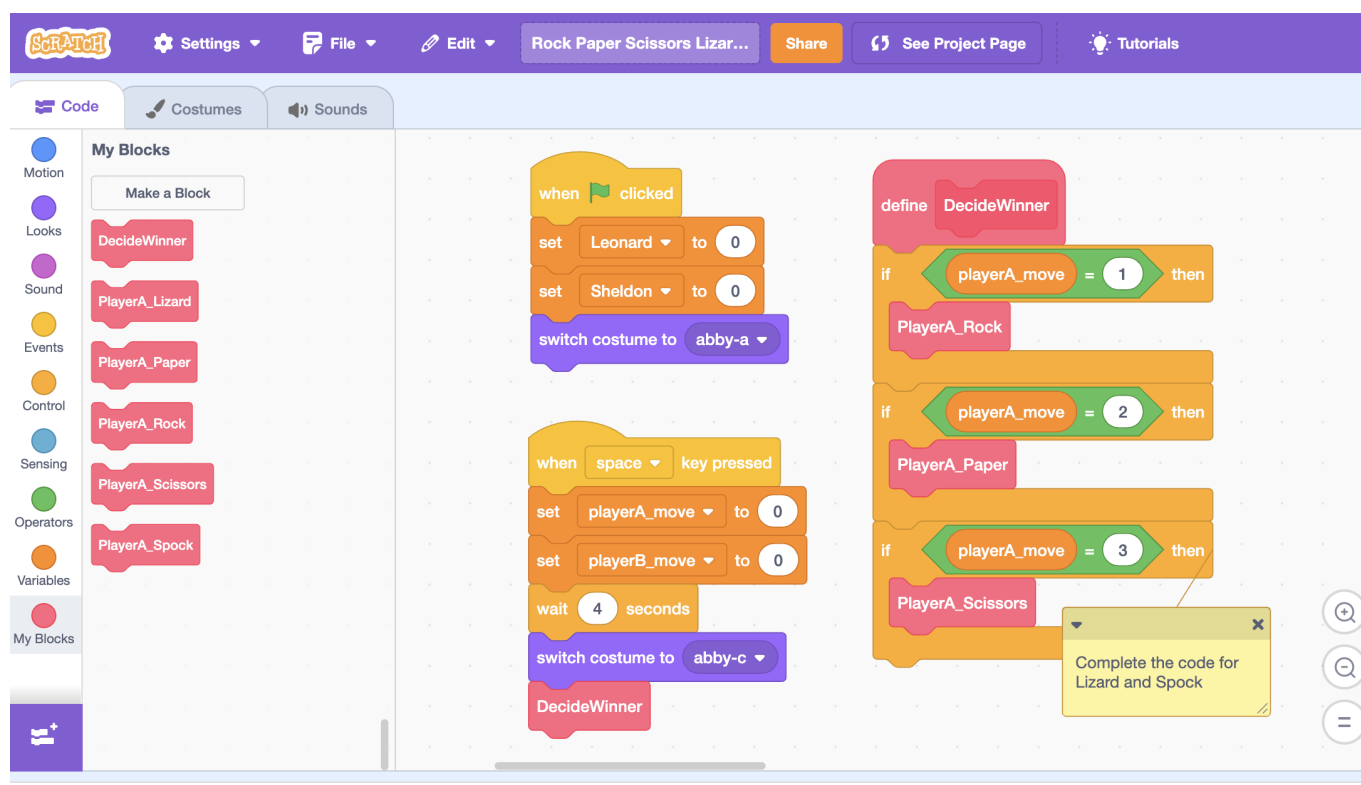
# Logic and Flow Control

In this phase of game development, we will program the referee Sprite, which will be responsible for **deciding** the winner after each move.

To achieve this, we need to create several code blocks: *DecideWinner*, *PlayerA\_Rock*, *PlayerA\_Paper*, *PlayerA\_Scissors*, *PlayerA\_Lizard*, and *PlayerA\_Spock*.

The **DecideWinner** block will first check the value of **Player A's move**, and based on this value (1, 2, 3, 4, or 5), the corresponding block (*PlayerA\_Rock*, *PlayerA\_Paper*, etc.) will be called to check the value of **Player B's move**. In this latter block, the message for the **winning move** will be displayed, and **points** will be added to each player.

## DecideWinner block



## PlayerA\_blocks

