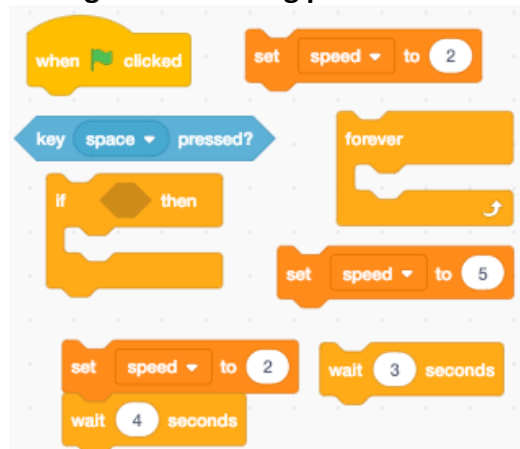## Left column

Lets make the speed increase for 3 seconds when we press the space bar.
1)First we want to create a speed variable
Arrange the following pieces of code together.

```
when [flag] clicked        set speed to 2
key space pressed?         forever
if      then                   ↻
                           set speed to 5
set speed to 2    wait 3 seconds
wait 4 seconds
```

Lets make the speed increase for 3 seconds when we press the space bar.
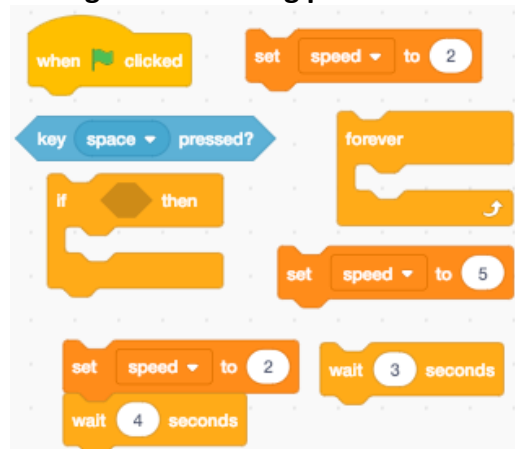1)First we want to create a speed variable
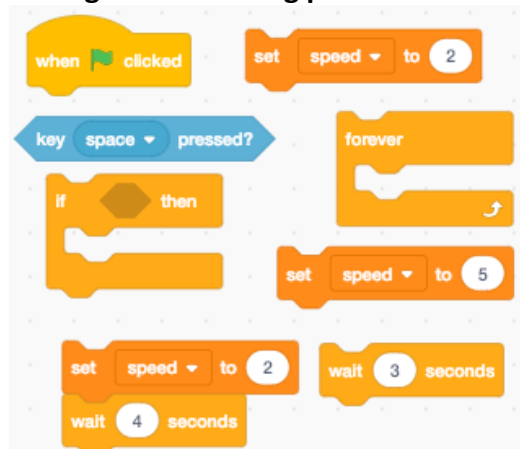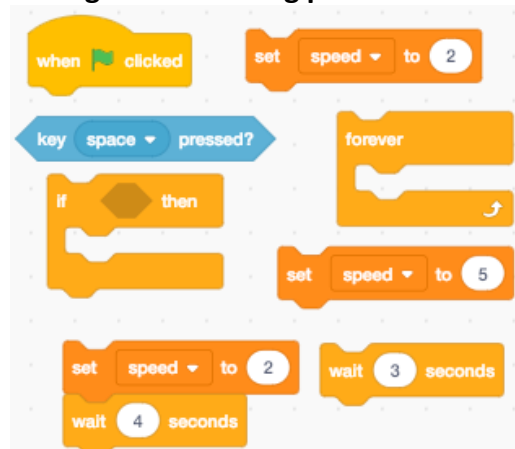**Arrange the following pieces of code together.**

```
when [flag] clicked        set speed to 2
key space pressed?         forever
if      then                   ↻
                           set speed to 5
set speed to 2    wait 3 seconds
wait 4 seconds
```

What happens when the mouse hits the other player's laser?
2)We must detect when it hits the other player's color.
3)Then broadcast that the player lost so the other player's score gains 10 points
4) Lastly broadcast "start" to restart the game.
Arrange the following pieces of code together.

```
if      then     when I receive Start
                 forever
                     ↻
touching color (•) ?
broadcast player1Lost    broadcast Start
```

Right column

When the mouse hits the edge, it must teleport to the opposite side and keep on going.
5)We must detect when it touches the edge on the left and right side. We do this by having three conditions.
6)Once edges are detected, lift up the pen, set the mouse to the opposite of the screen and place the pen down.
7)Look at picture below to see how to code the left and right side of the screen.
8)Then try to put the pieces of code together to code the bottom and top side of the screen.

```
when clicked
forever
    if  <<touching edge ?> and <<x position < -200> or <x position > 200>> then
        pen up
        set x to (x position * -1)
        pen down

    if <    > then


    and          or


    touching edge ?      > 175


    * -1      pen up    < -175    y position


    set y to -50    y position    pen down    y position
```
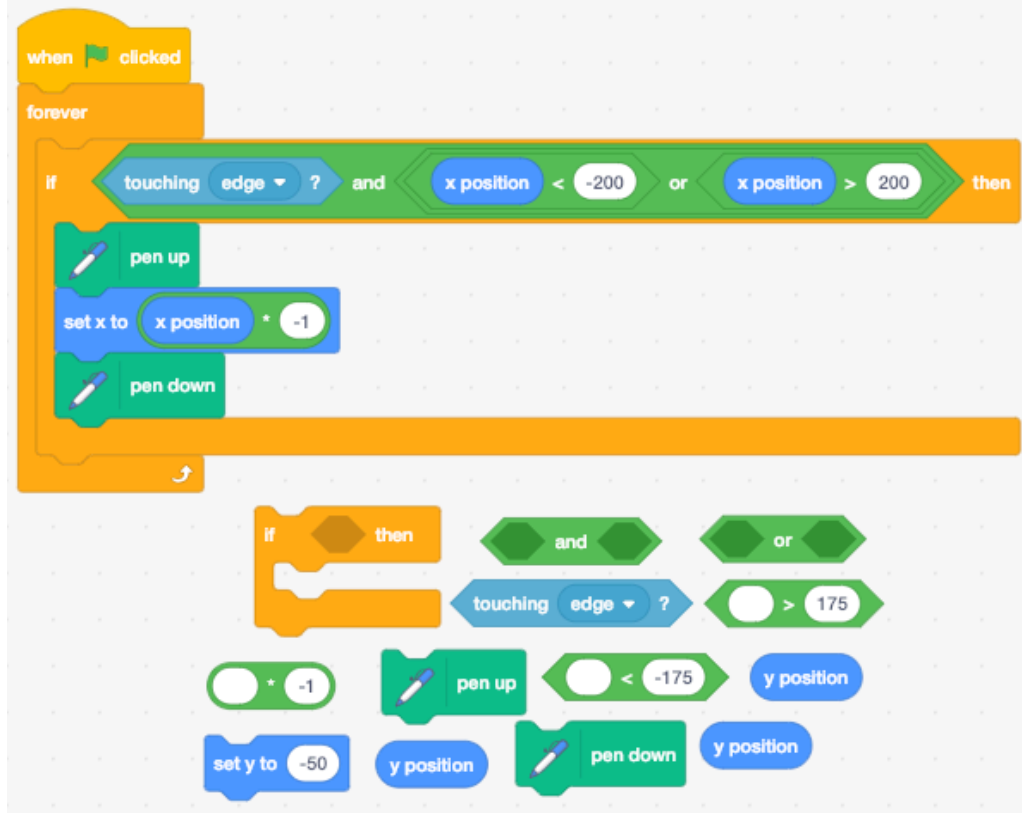
When the mouse hits the edge, it must teleport to the opposite side and keep on going.
5)We must detect when it touches the edge on the left and right side. We do this by having three conditions.
6)Once edges are detected, lift up the pen, set the mouse to the opposite of the screen and place the pen down.
7)Look at picture below to see how to code the left and right side of the screen.
8)Then try to put the pieces of code together to code the bottom and top side of the screen.

```
when clicked
forever
    if  <<touching edge ?> and <<x position < -200> or <x position > 200>> then
        pen up
        set x to (x position * -1)
        pen down

    if <    > then


    and          or


    touching edge ?      > 175


    * -1      pen up    < -175    y position


    set y to -50    y position    pen down    y position
```