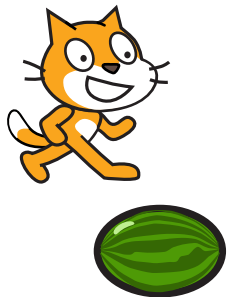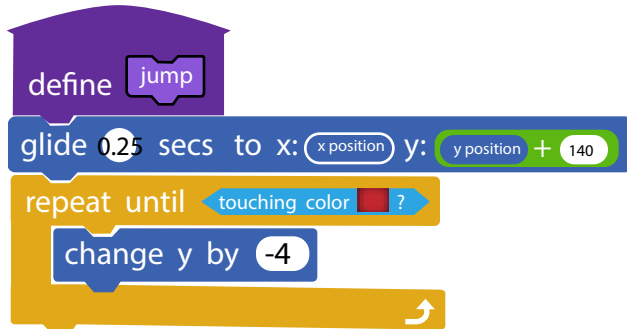# Jump!

This script will teach your sprite how to jump up and down.

```
when [green flag] clicked
forever
    if < key [space] pressed? > then
        jump
```

```
define jump
glide (0.25) secs to x: (x position) y: (y position) + (140)
repeat until < touching color [red] ? >
    change y by (-4)
```
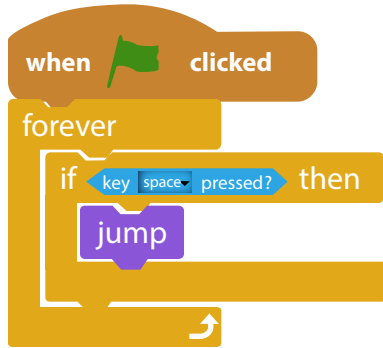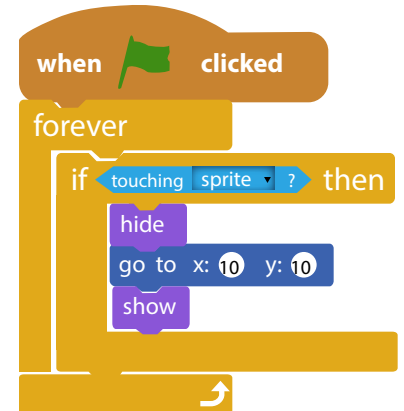
> Power Up <

This script will teach your sprite how to change its property when it comes in contact with another sprite.

```
when [green flag] clicked
forever
    if < touching [sprite] ? > then
        repeat (20)
            change [color] effect by (20)
```
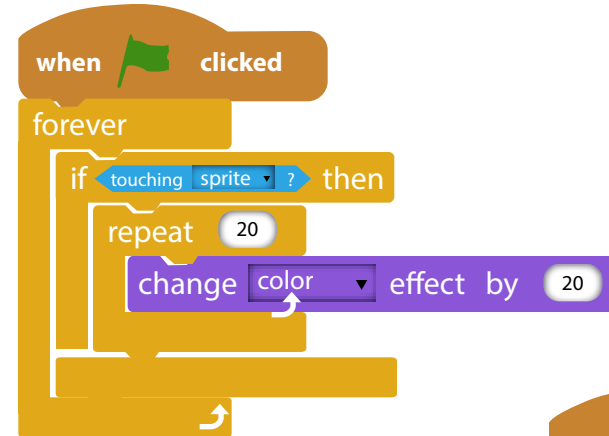
Makes your sprite change colors.

```
when [green flag] clicked
forever
    if < touching [sprite] ? > then
        hide
        go to x: (10) y: (10)
        show
```
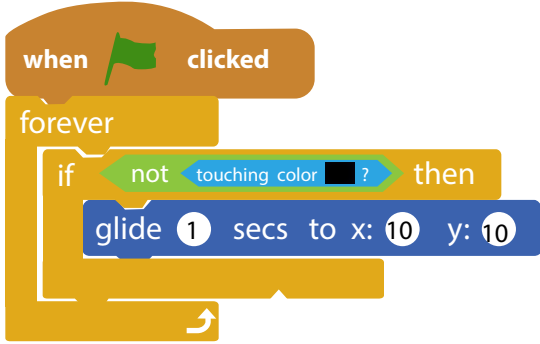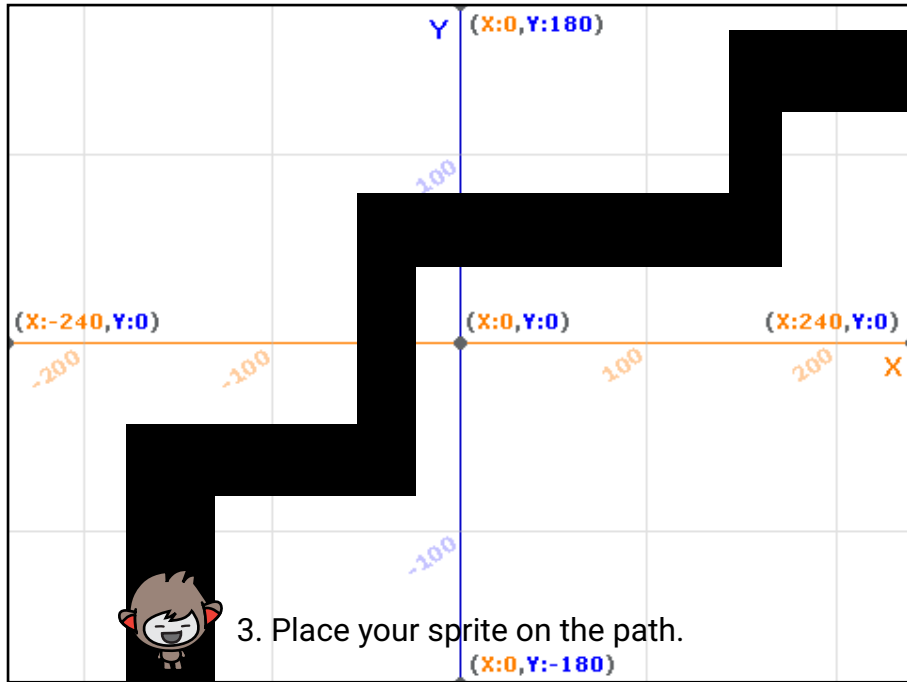
Makes your sprite teleport.

Follow A Maze _|- Arrow Moves >>>

This script will teach your sprite how to stay on the path. If they get off the path... back to the start for them.
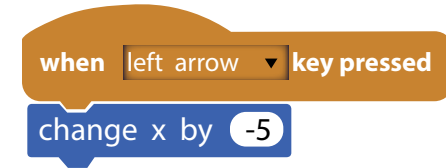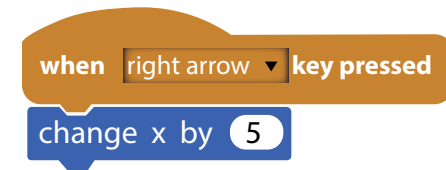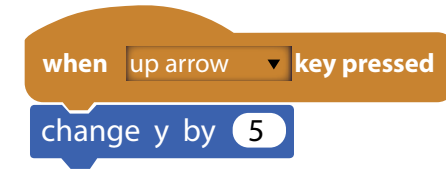
These scripts teach your sprite how to walk around the screen using the up, down, right, and left keys using Cartesian plane coordinates.

```
when [green flag] clicked
forever
    if < not <touching color [ ] ?> > then
        glide (1) secs to x: (10) y: (10)
```

1. Create or select a background

(X:0,Y:180)

(X:-240,Y:0)   (X:0,Y:0)   (X:240,Y:0)
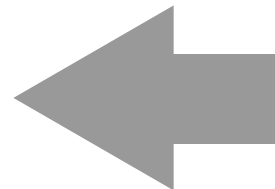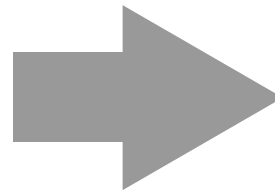
X

100

-100

(X:0,Y:-180)

3. Place your sprite on the path.
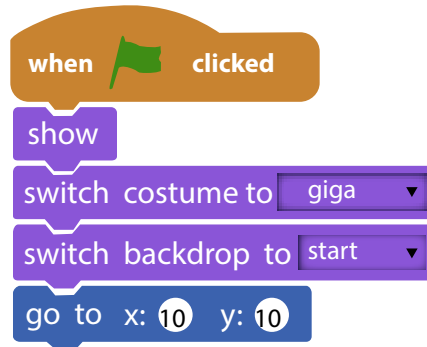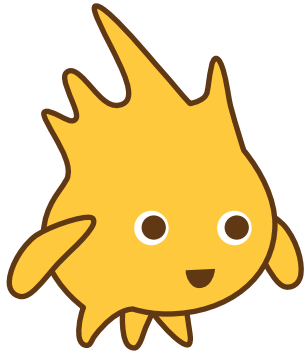
2. Draw a path using the rectangle tool in "Vector Mode"

```
when [down arrow ▼] key pressed
change y by (-5)
```

```
when [up arrow ▼] key pressed
change y by (5)
```

```
when [right arrow ▼] key pressed
change x by (5)
```

```
when [left arrow ▼] key pressed
change x by (-5)
```

<--Set it Up -->

Before telling your sprite what to do, it's a good idea to tell it where and how to start when the flag is clicked. This let's you start from the beginning/ reset when you hit the flag.
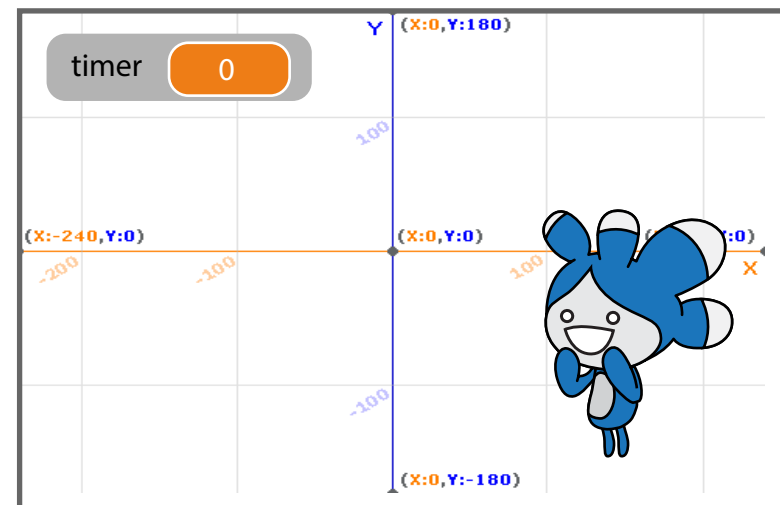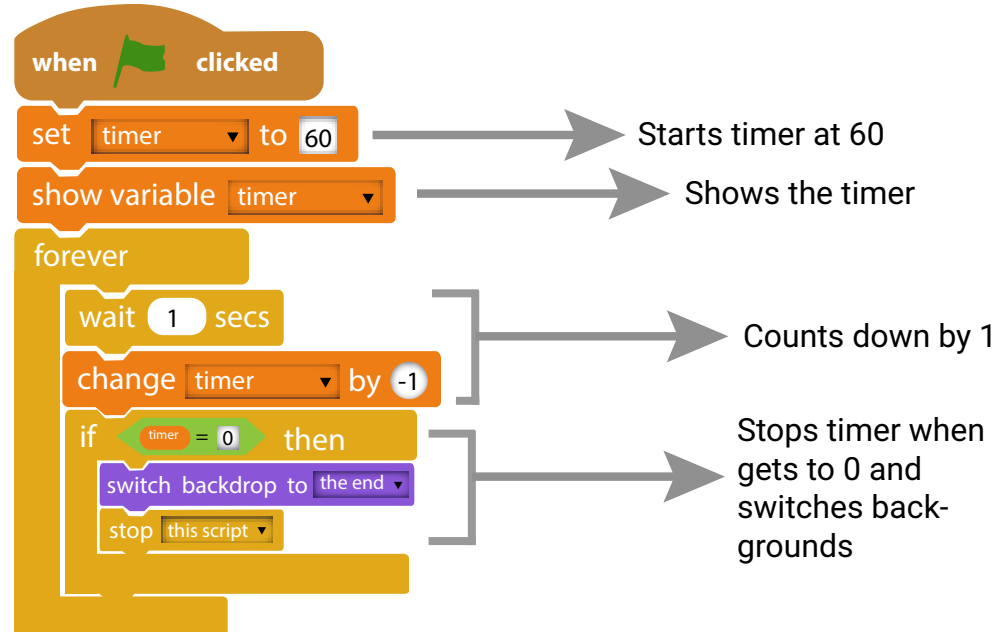
```
when [flag] clicked
show
switch costume to [giga ▼]
switch backdrop to [start ▼]
go to x: 10 y: 10
```

If you have other sprites that you want hidden when you start, be sure to hide each of them.

```
when [flag] clicked
hide
```

```
when [flag] clicked
hide
```
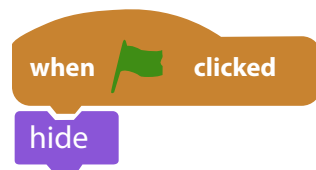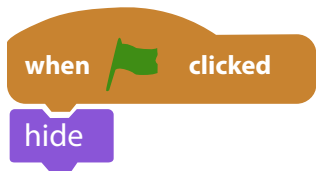
Take Your Time

Use a timer to either countdown a time for a level or ...

☑ timer   In the Data tab, create a new variable called "timer"

```
when [flag] clicked
set [timer ▼] to 60          ——→ Starts timer at 60
show variable [timer ▼]      ——→ Shows the timer
forever
    wait 1 secs
    change [timer ▼] by -1   ——→ Counts down by 1
    if [timer = 0] then
        switch backdrop to [the end ▼]   ——→ Stops timer when gets to 0 and switches back-grounds
        stop [this script ▼]
```

```
timer    0
```

(X:0,Y:180)
(X:-240,Y:0)
(X:0,Y:0)
(X:0,Y:-180)
Y
X
-100
-200
-100
100
100

~~ Animate ~~~

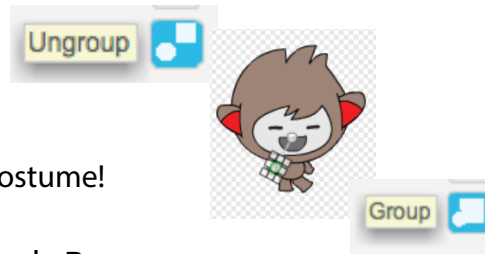This script let's you animate your sprite to walk or talk. First you will need to do some editing in the paint editor.
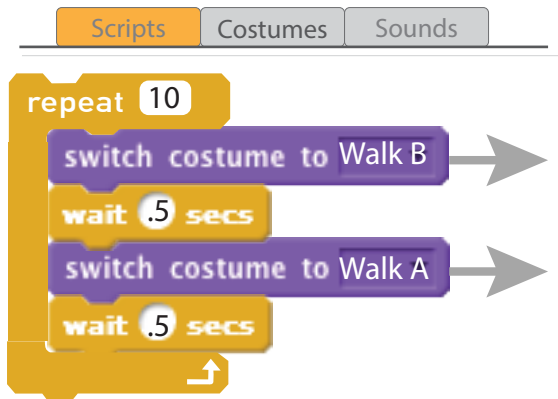
1. Create Another Costume

| Scripts | **Costumes** | Sounds |
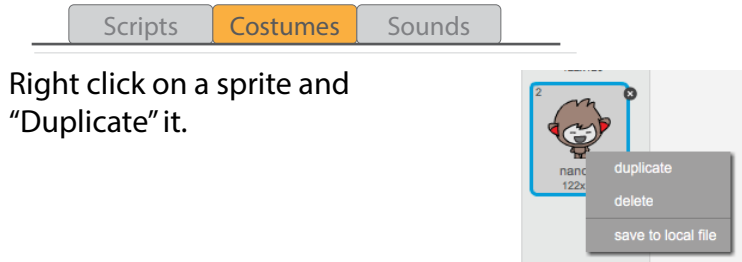
Right click on a sprite and "Duplicate" it.

- duplicate
- delete
- save to local file

Within Vector Mode:
> Ungroup the sprite
> move the arm/ leg or mouth
> regroup the sprite
> Don't forget to name the new costume!

Ungroup

Group

2. Move the Sprite's Mouth or Body Part

| **Scripts** | Costumes | Sounds |

```
repeat 10
    switch costume to Walk B
    wait .5 secs
    switch costume to Walk A
    wait .5 secs
```
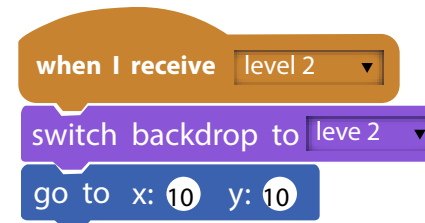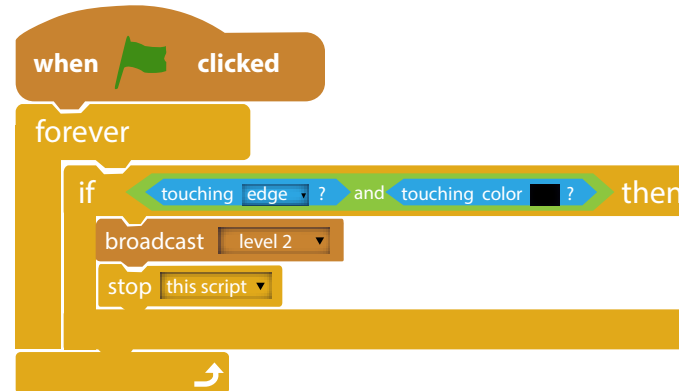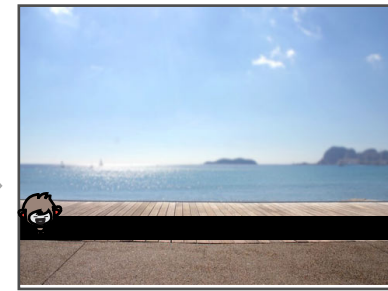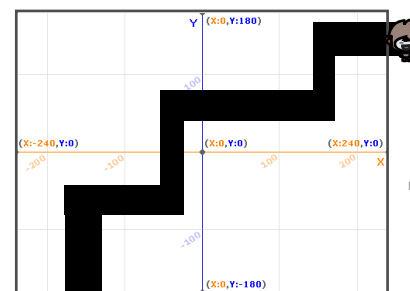
Switches between the two costumes

Level Up ΛΛΛΛΛ

This script let's your sprite know when to move onto the next level using a broadcast. The broadcast will define what the next level looks like.

```
when [flag] clicked
forever
    if < touching edge ? > and < touching color [black] ? > then
        broadcast level 2
        stop this script
```

```
when I receive level 2
switch backdrop to leve 2
go to x: 10 y: 10
```
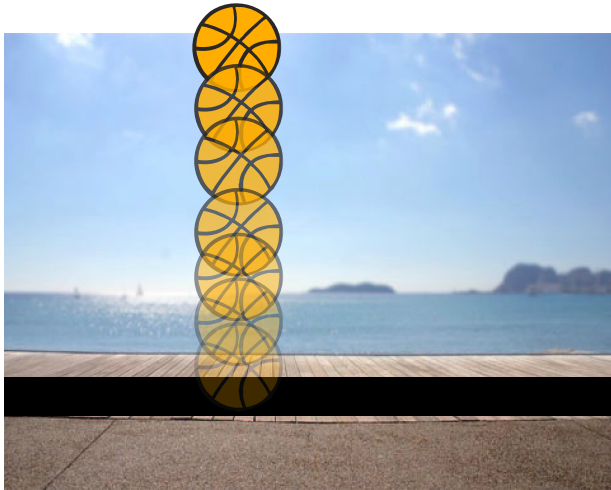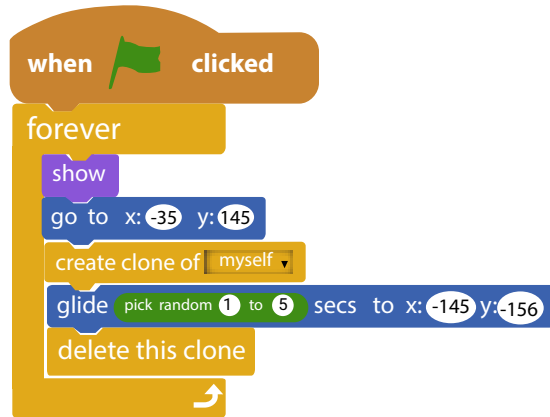
continue adding rest of code for this level

Copy Clone xxxx

This script creates a copy of the sprite and glides the copy at random times to a location. Use the Power Up script to program a "game over" if the player sprite comes in contact with the clone.