

Code Costumes Sounds

Motion

Looks

Sound

Events

Control

Sensing

Operators

Variables

My Blocks

Debugger

Motion

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: -90 y: 29

glide 1 secs to random position

glide 1 secs to x: -90 y: 29

point in direction 90

point towards mouse-pointer

change x by 10

set x to -90

point in direction 180

step 1

point in direction -90

step 1

point in direction 0

step 1

point in direction -90

step 1

point in direction 0

step 2

point in direction 90

step 1

define step number of tiles

repeat number of tiles

move STEP SIZE steps

Sprite Player

x -90 y 29

Size 100

Direction 0

Player

Stage

Backdrops 1