

Case Study 8 Helicopter Rescue Mission



Student Info

Name: Pratik Kumar Swain

Roll No: 150096725184

Batch: Sam Altman

Course: BTech – Computer Science and Engineering (CSE)

Subject: Scratch Programming

Semester: I

Sprint: 2

Academic Year: 2025–2029

Project:-

Scratch

Settings

File

Edit

scratchcasestudy2

Tutorials

Debug

Code

Costumes

Sounds

Motion

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: -227 y: 106

glide 1 secs to random position

glide 1 secs to x: -227 y: 106

point in direction 90

point towards mouse-pointer

change x by 10

set x to -227

change y by 10

set y to 106

if on edge, bounce

set rotation style left-right

when clicked

go to x: -227 y: 120

set size to 60 %

point in direction 90

set score to 0

forever

next costume

wait 0.1 seconds

point in direction 90

change y by -1

if key right arrow pressed? then

point in direction 100

change x by 7

if key left arrow pressed? then

point in direction 82

change x by -7

if key down arrow pressed? then

change y by -6

if key up arrow pressed? then

change y by 6

when clicked

forever

play sound helicopter-129052 until done

when clicked

forever

if touching victim? then

set size to 78 %

if not touching victim? then

set size to 60 %

if touching vic2? then

set size to 78 %





if not touching vic2? then

set size to 60 %

when I receive Stop movement

stop other scripts in sprite

score 0



Sprite helicopter

show

Size 60

Direction 90

helicopter

ezgif-fram...

victim

building

Screensho...

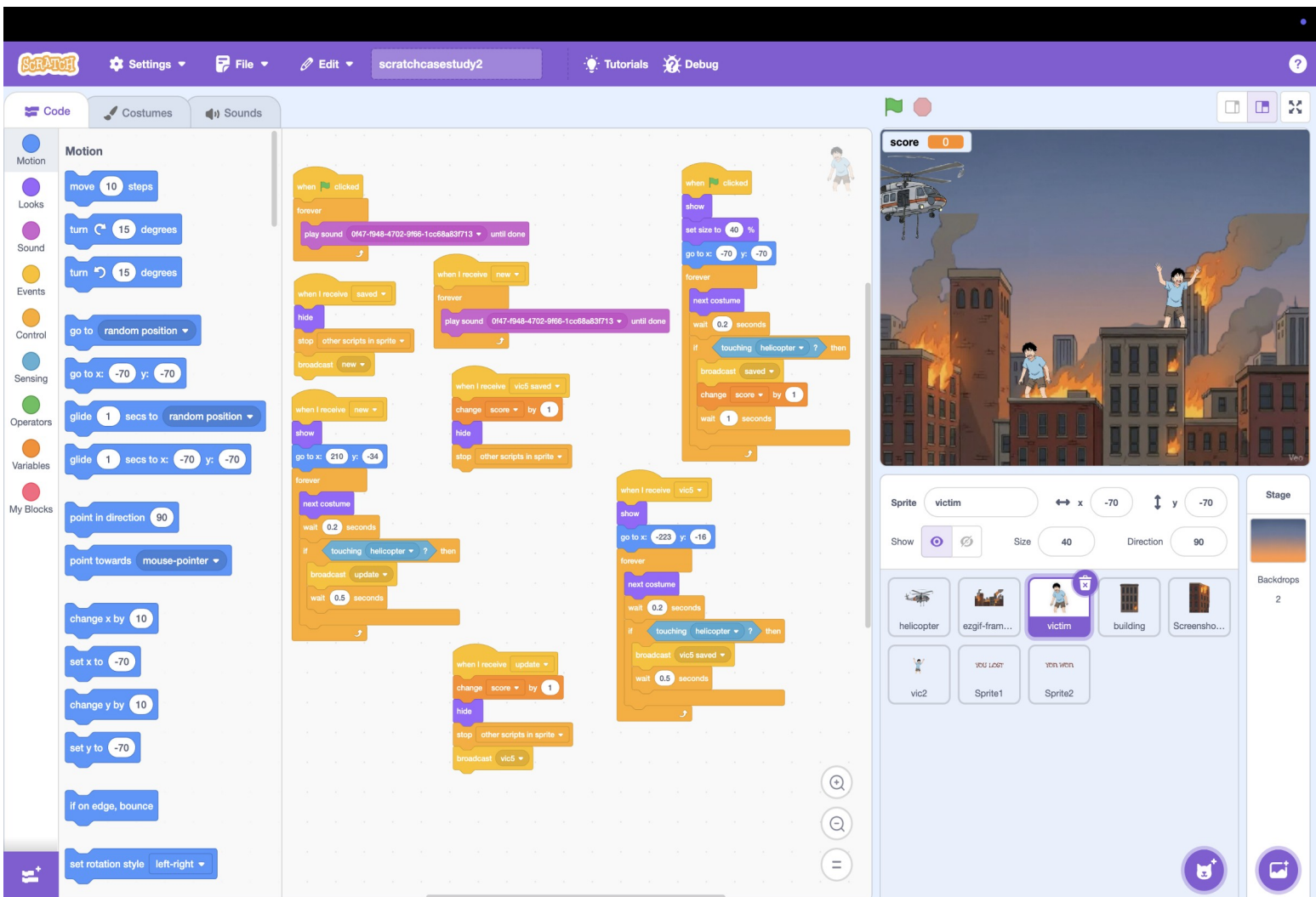
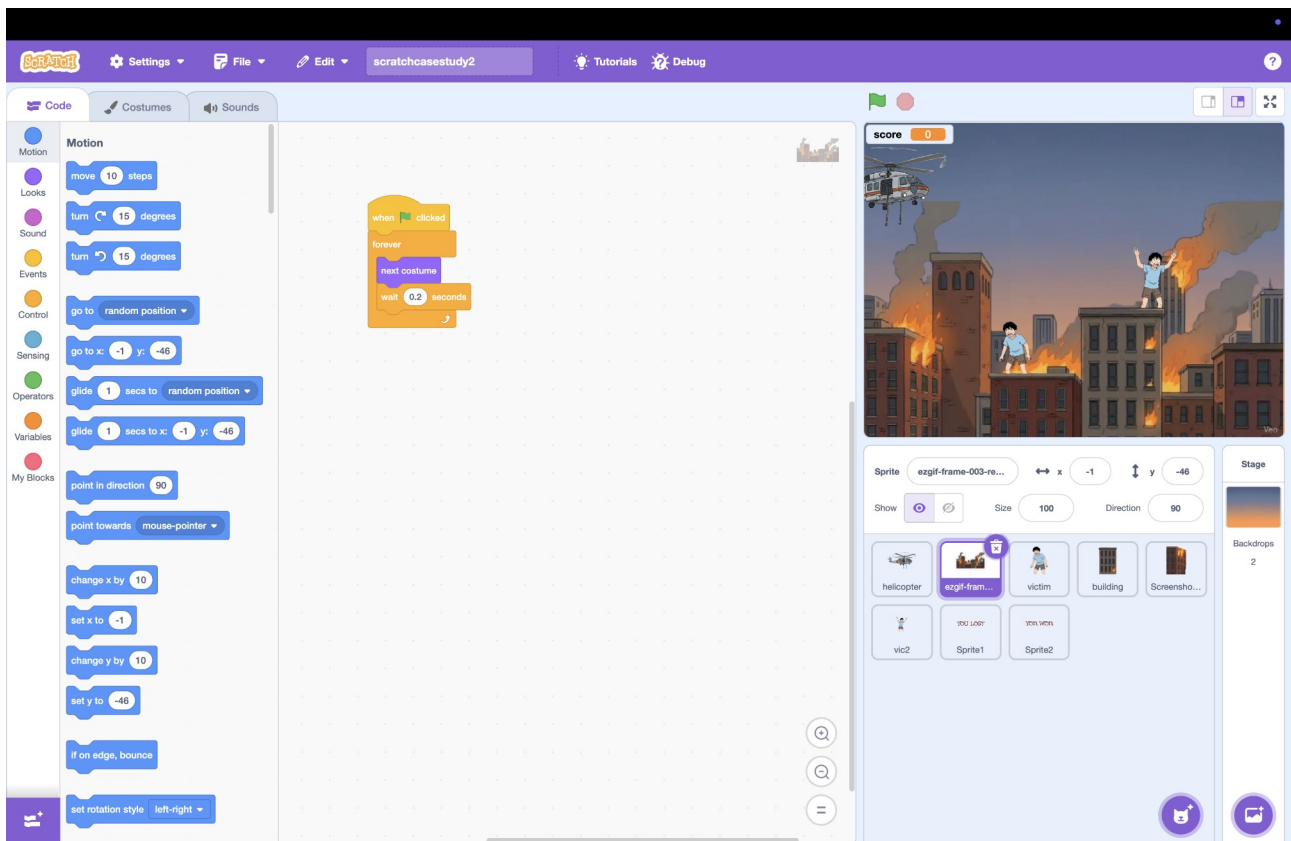
vic2

YOU LOST

YOU WON

Stage

Backdrops 2



Scratch IDE interface showing a project titled "scratchcasestudy2". The left sidebar displays the "Code" tab with a "Motion" category selected. The main workspace contains a script starting with "when clicked", followed by "go to: back layer", a "forever" loop containing an "if touching helicopter?" condition leading to a "broadcast stop game" event, and a "when I receive stop game" block. The right sidebar shows the stage with a score of 0 and a backdrop of a city on fire. The stage area includes a "Sprite" panel with a "building" sprite selected, and a "Backdrops" panel with 2 backdrops.

Scratch IDE interface showing a project titled "scratchcasestudy2". The left sidebar displays the "Code" tab with a "Motion" category selected. The main workspace contains a script starting with "when clicked", followed by "go to: back layer", a "forever" loop containing an "if touching helicopter?" condition leading to a "broadcast stop game" event, and a "when I receive stop game" block. The right sidebar shows the stage with a score of 0 and a backdrop of a city on fire. The stage area includes a "Sprite" panel with a "Screenshot 2025-1..." sprite selected, and a "Backdrops" panel with 2 backdrops.

Scratch! Settings File Edit scratchcasestudy2 Tutorials Debug

Code Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 93 y: 5
- glide 1 secs to random position
- glide 1 secs to x: 93 y: 5
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 93
- change y by 10
- set y to 5
- if on edge, bounce
- set rotation style left-right

Events

- when clicked
- show
- set size to 40 %
- go to x: 93 y: 5
- forever
- next costume
- wait 0.2 seconds
- if touching helicopter ? then
- broadcast saved2
- change score by 1
- wait 1 seconds
- when I receive saved2
- forever
- play sound 0047-f948-4702-9f66-1cc68a83f713 until done

Looks

- when clicked
- hide
- when I receive saved2
- hide
- stop other scripts in sprite
- broadcast sav2
- when I receive score update
- change score by 1
- hide
- stop other scripts in sprite

Control

- when clicked
- forever
- play sound 0047-f948-4702-9f66-1cc68a83f713 until done

Media

- when I receive saved2
- forever
- play sound 0047-f948-4702-9f66-1cc68a83f713 until done

Stage

score 3

Sprite vic2 x: -116 y: 68

Show Size 40 Direction 90

Backdrops 2

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Code Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 36 y: 28
- glide 1 secs to random position
- glide 1 secs to x: 36 y: 28
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 36
- change y by 10
- set y to 28
- if on edge, bounce
- set rotation style left-right

Events

- when I receive stop game
- if score = 5 then
- switch costume to costume1
- show
- else
- switch costume to costume2
- show

Looks

- when clicked
- hide

Stage

score 3

YOU LOST

Sprite Sprite1 x: 36 y: 28

Show Size 100 Direction 90

Backdrops 2

Scratch

SettingsFileEditscratchcasestudy2TutorialsDebug

CodeCostumesSounds

Motion

when green flag clicked

hide

forever

if score = 5 then

show

broadcast Stop movement

wait 1 seconds

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: 36 y: 28

glide 1 secs to random position

glide 1 secs to x: 36 y: 28

point in direction 90

point towards mouse-pointer

change x by 10

set x to 36

change y by 10

set y to 28

if on edge, bounce

set rotation style left-right

Yon Won

score 5

Sprite Sprite2 x 36 y 28

Size 100 Direction 90

helicopter ezgif-fram... victim building Screensho...

vic2 you lose Sprite1 Sprite2

Stage Backdrops 2

Yon Won

score 5

Sprite Sprite2 x 36 y 28

Size 100 Direction 90

helicopter ezgif-fram... victim building Screensho...

vic2 you lose Sprite1 Sprite2

Stage Backdrops 2