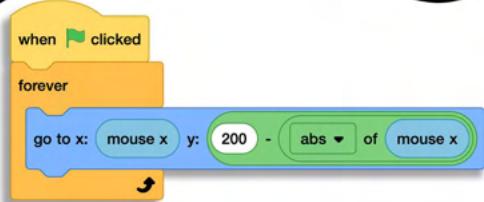
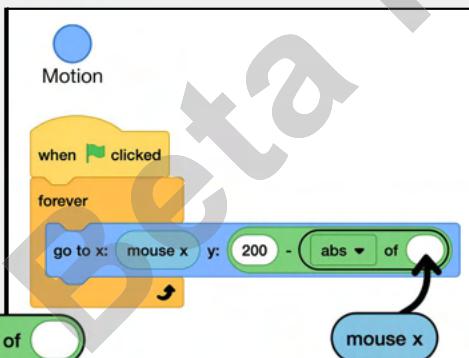
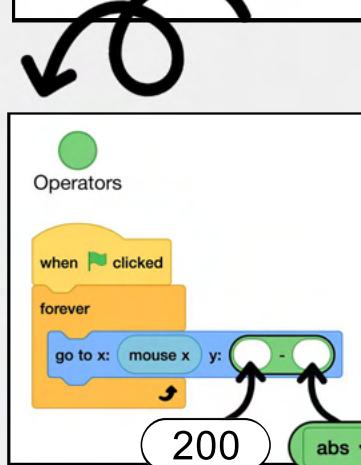
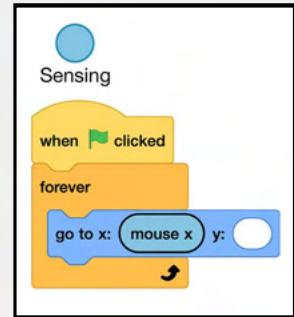
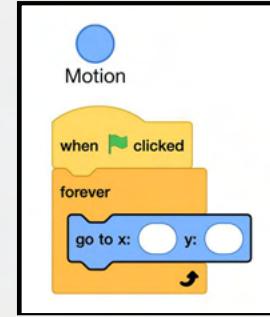
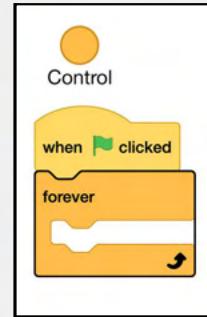
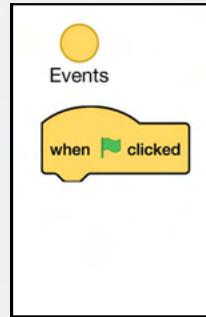
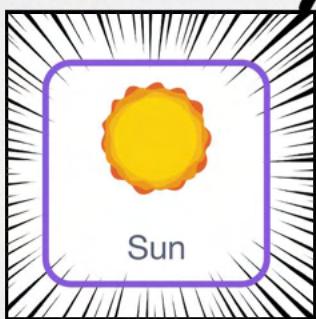
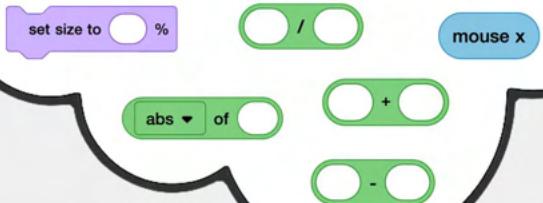
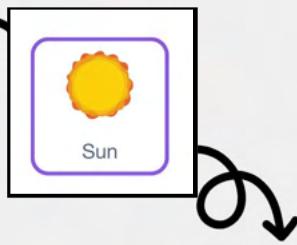




rpf.io/sunset-go





Looks

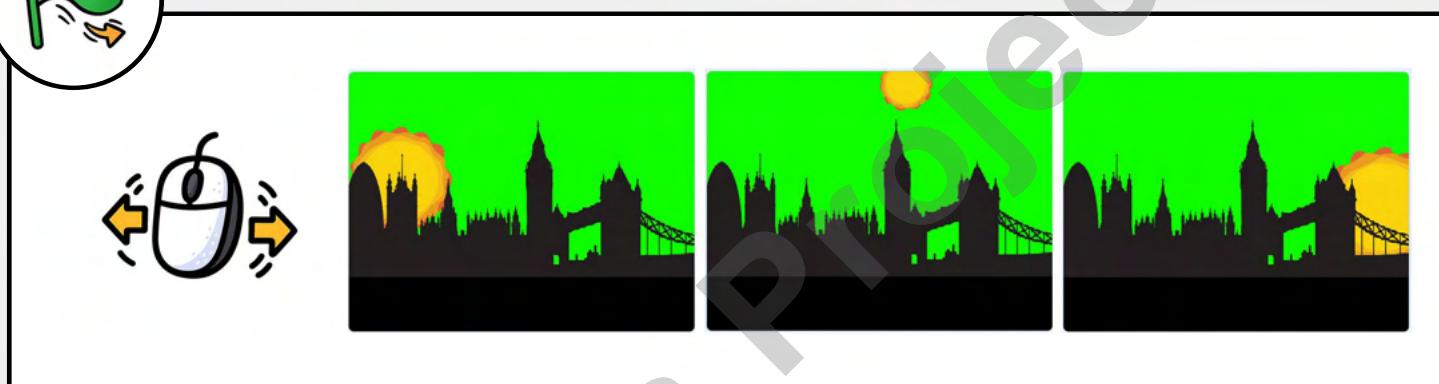
```
when green flag clicked
forever
  go to x: [mouse x] y: [200 - abs ▾ of [mouse x]]
  set size to [100%]
```

Operators

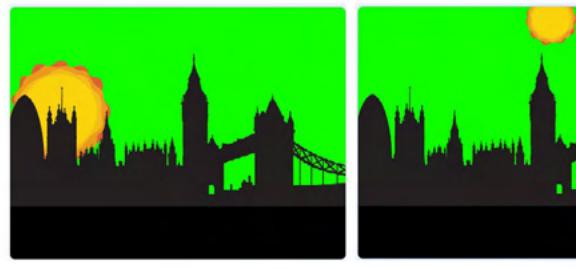
```
when green flag clicked
forever
  go to x: [mouse x] y: [200 - abs ▾ of [mouse x]]
  set size to [50 + abs ▾ of [mouse x]] %
```

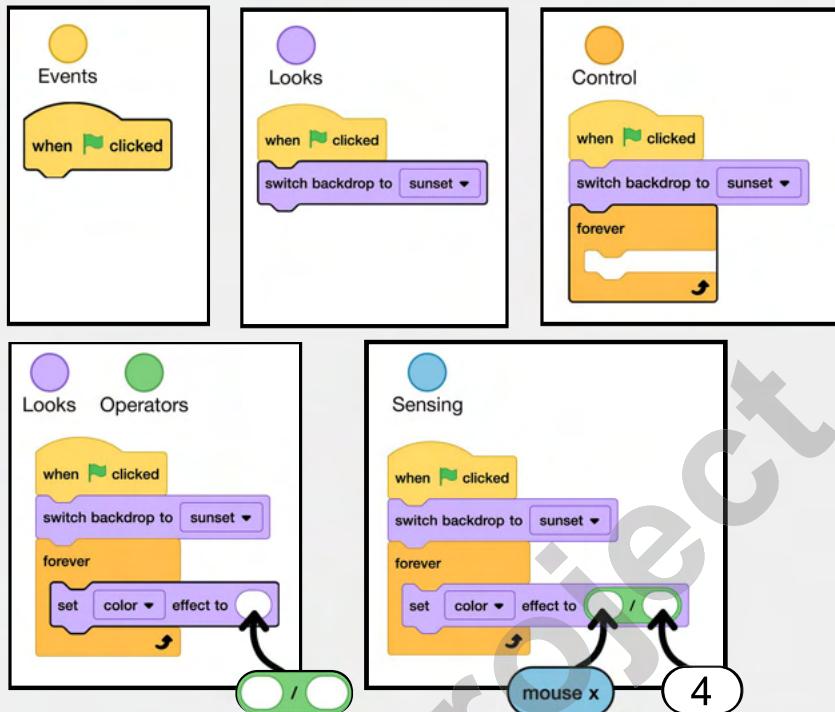
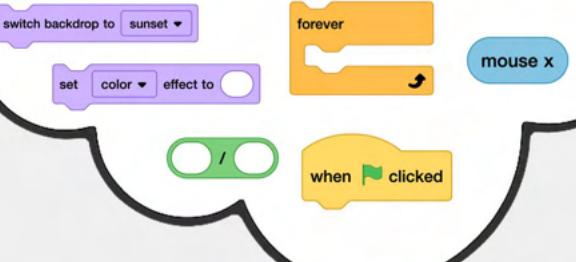
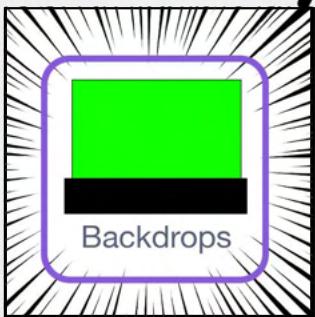
Operators

```
when green flag clicked
forever
  go to x: [mouse x] y: [200 - abs ▾ of [mouse x]]
  set size to [50 + abs ▾ of [mouse x]] / 4 %
```



```
when green flag clicked
forever
  go to x: [mouse x] y: [200 - abs ▾ of [mouse x]]
  set size to [50 + abs ▾ of [mouse x]] / 4 %
```



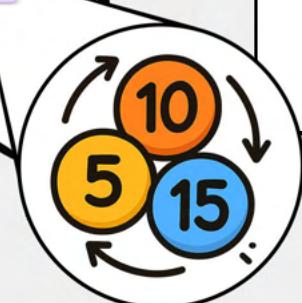
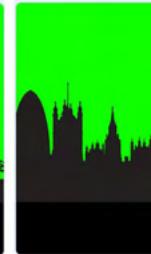


Scratch script:

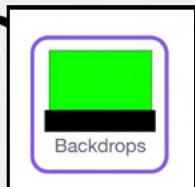
```

when green flag clicked
  switch backdrop to [sunset v]
  forever
    set [color v] effect to [mouse x / 4]
  end
end

```



3



switch backdrop to stars ▾

mouse x

<

set color ▾ effect to

if [diamond] then
else

Control

```

when green flag clicked
switch backdrop to sunset
forever
  set [color ▾ effect to (mouse x / 4)]
  if [diamond] then
    else

```

Sensing Operators

```

when green flag clicked
switch backdrop to sunset
forever
  set [color ▾ effect to (mouse x / 4)]
  if (< mouse x > < 230) then
    switch backdrop to sunset
  else

```

Looks

```

when green flag clicked
switch backdrop to sunset
forever
  set [color ▾ effect to (mouse x / 4)]
  if (< mouse x > < 230) then
    switch backdrop to sunset
  else

```

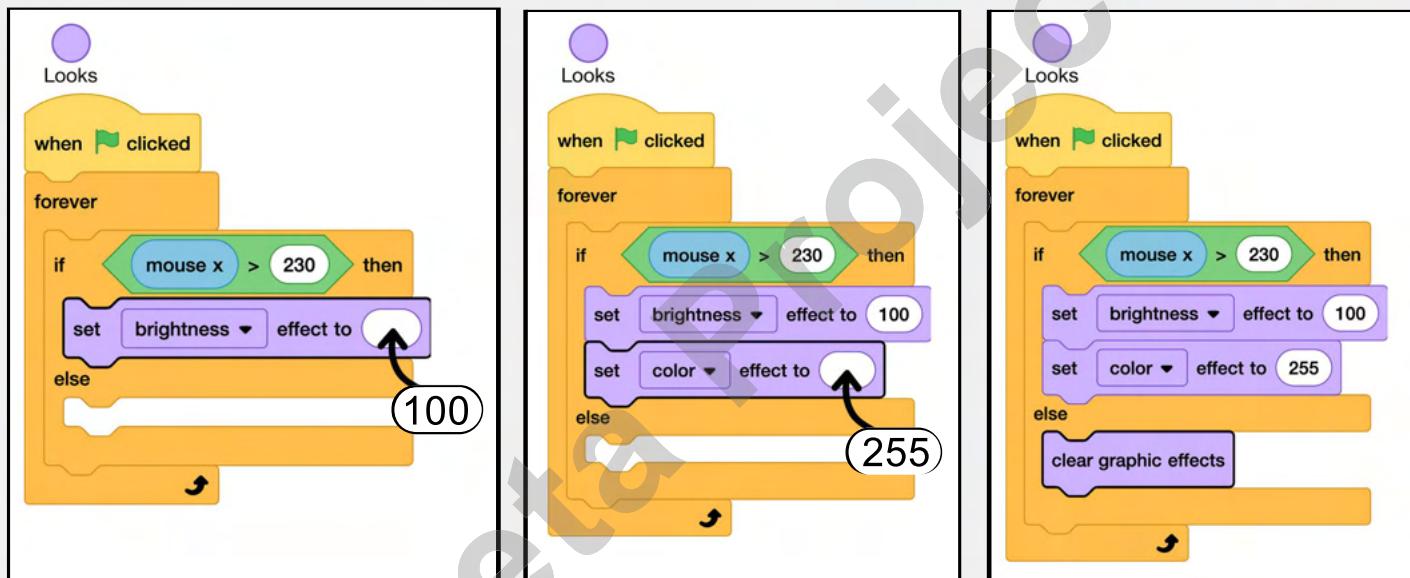
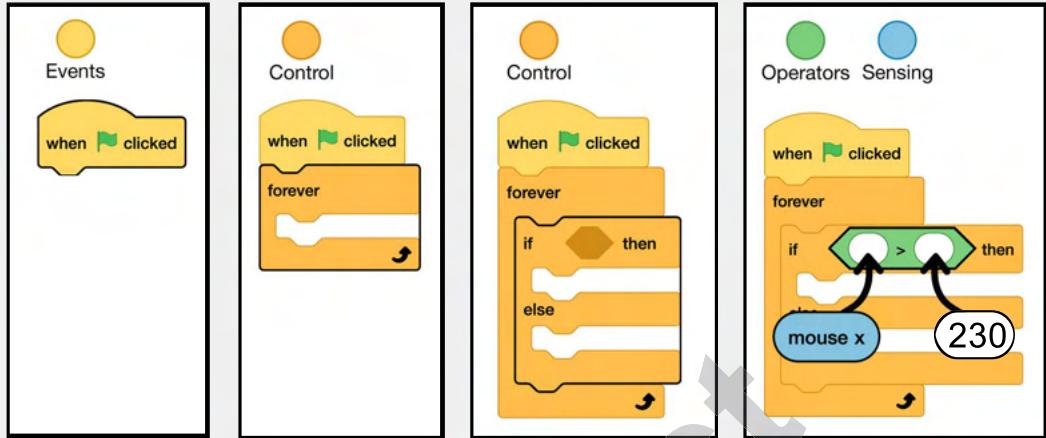
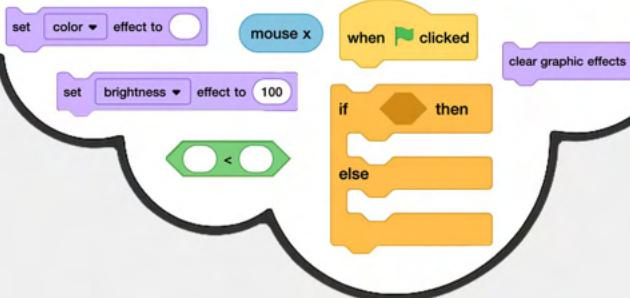
Looks

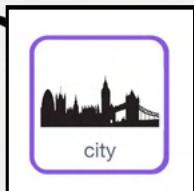
```

when green flag clicked
switch backdrop to sunset
forever
  set [color ▾ effect to (mouse x / 4)]
  if (< mouse x > < 230) then
    switch backdrop to sunset
  else
    switch backdrop to stars

```







city

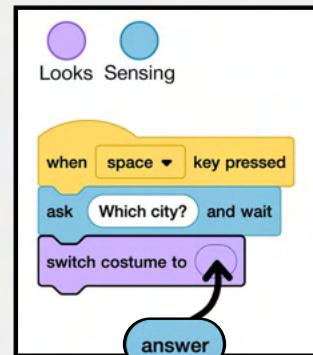
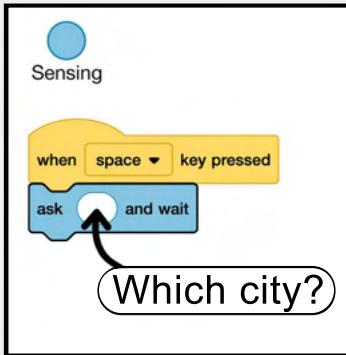
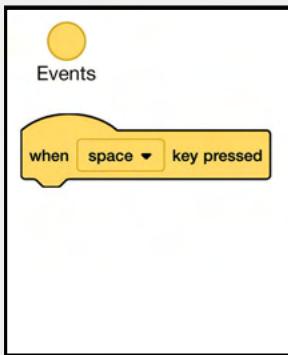
when space key pressed

switch costume to

answer

set color effect to

ask and wait

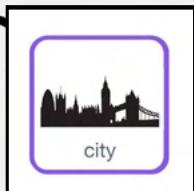


when space key pressed

ask Which city? and wait

switch costume to answer

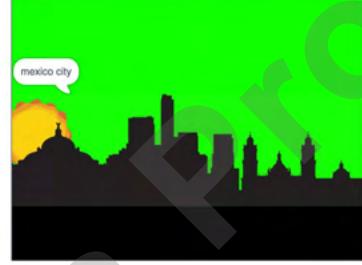
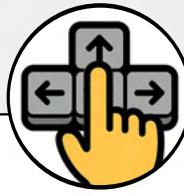
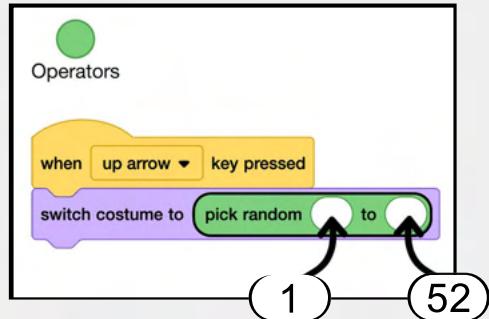
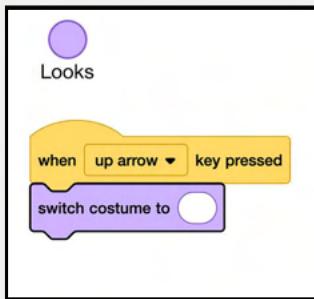
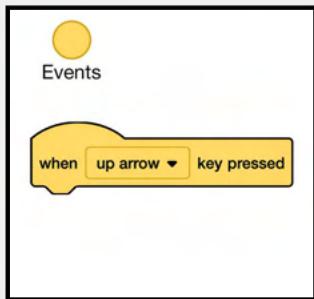


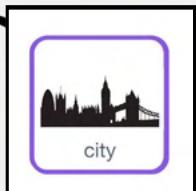


when up arrow key pressed

pick random to

switch costume to





when [down arrow key pressed]

costume name

