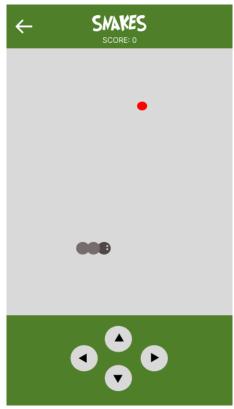
FIGMA LAYOUT







## **CONTROL BLOCKS**

## Screen 1 - Splash Screen

```
when Clock1 v. Timer

do set Slider1 v. ThumbPosition v to Slider1 v. ThumbPosition v + 1

if Slider1 v. ThumbPosition v = v 100

then open another screen screenName HOME v
```

## Screen 2 - Home and Quit Notifier

```
when snake received components of the components
```

## Screen 3 - Snakes Game

```
en CANCEL . Click
initialize global s_speed to 65
                                                                                                                                                                                             do open another screen screenName HOME
initialize global score to 0
                                                                                                                                x random integer from 1 to 500
                                                                                                     y random integer from 1 to 500
set (global s_speed * to 0 get (global s_speed * + 1)
set (global score * to 0 get (global score * + 1)
set (SCORE * Text * to 1 get (global score * )
             another screen screenName HOME
       btn_play v .Click
set RESTART_SCREEN v . Visible v to ( false v
           BOARD • . Visible • to true • ImageSprite2 • . Speed • to true get global s_speed •
                                                                                                     hen ImageSprite2 v .EdgeReached
                                                                                                       set global score * to 0 get global score * set BOARD * Visible * to false * set START_GAME * Visible * to false * set RESTART_SCREEN * Visible * to true *
       set ImageSprite2 . Heading to 90
          et ImageSprite2 • . Heading • to 1 -90
                     Sprite2 . Heading to 180
                                                                                                         set BOARD . Visible to true v
set RESTART_SCREEN . Visible to false .
           ImageSprite2 • . Heading • to 0
```