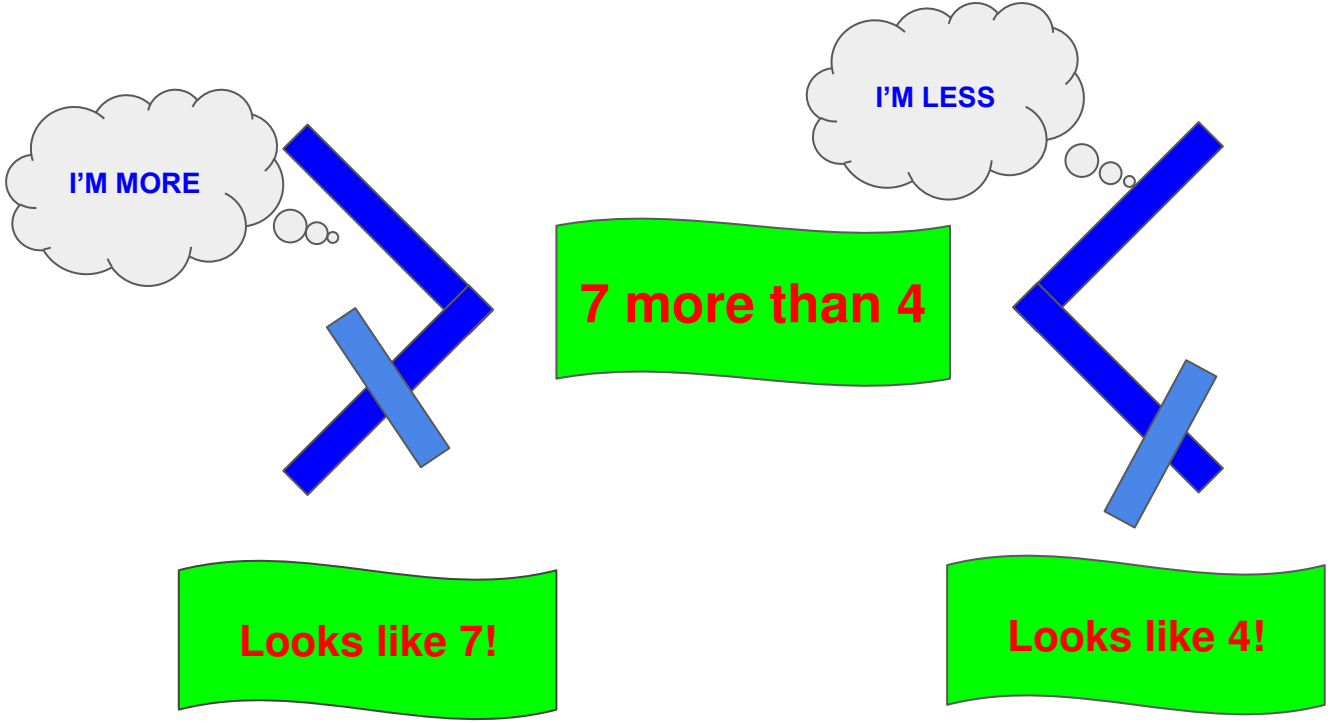
D·BIC

Code Their Dreams

Unit 3: Our Game

Where is more, where is less?



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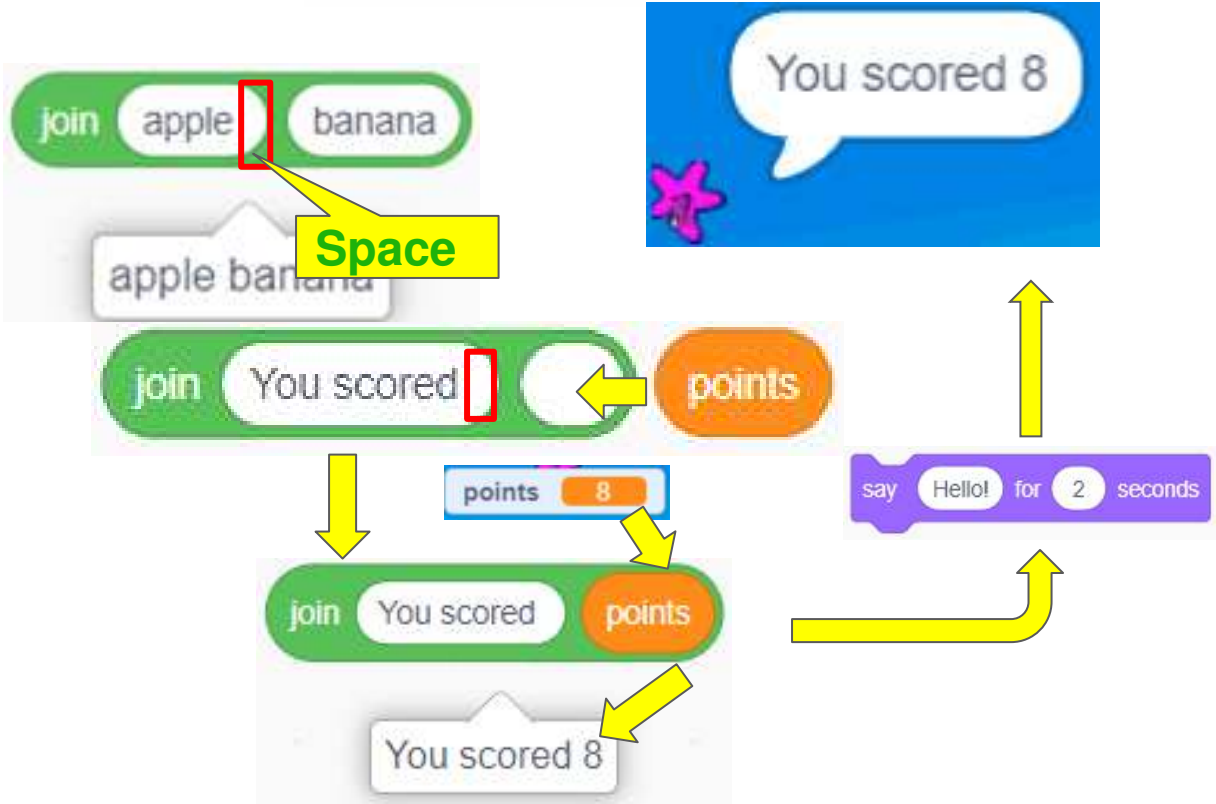
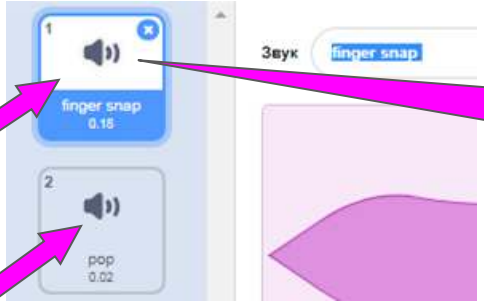
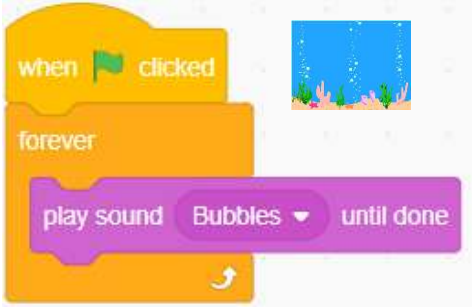
String operator



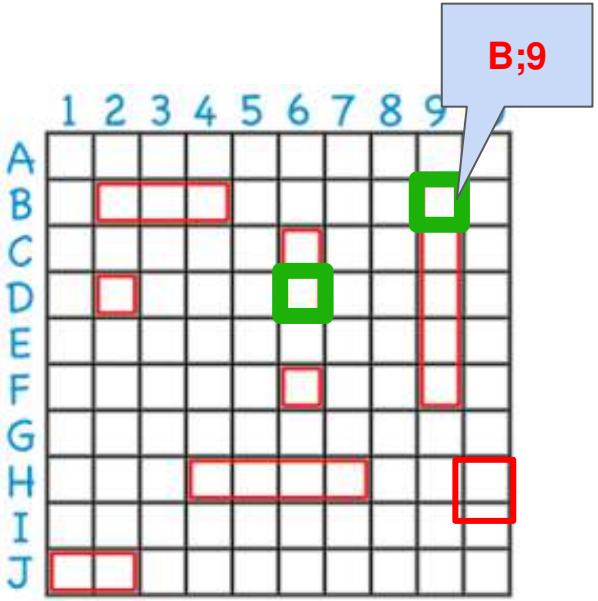
Sounds and Their Commands





Selected in the Sound Library

Coordinates

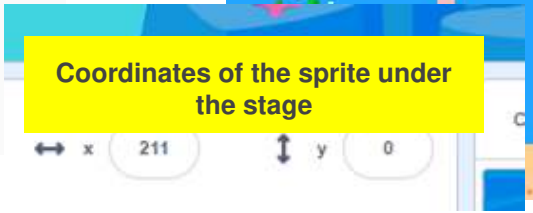


Submarine: 6;D

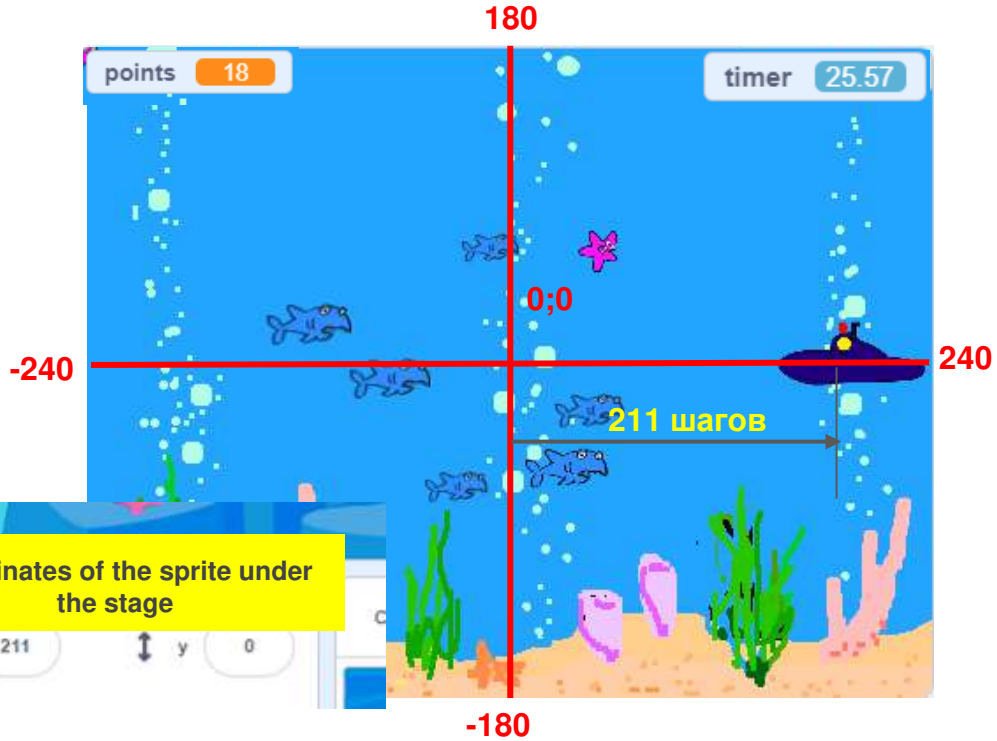
Submarine : 9;B

Submarine : 211;0

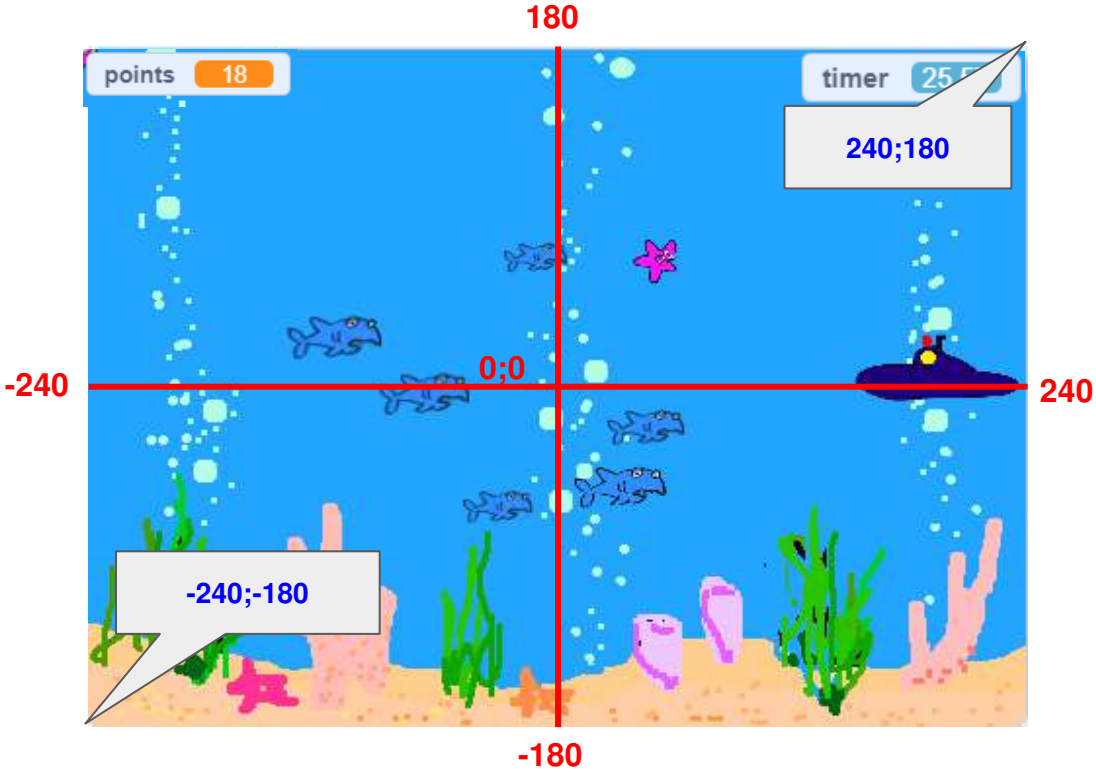
Coordinates 2

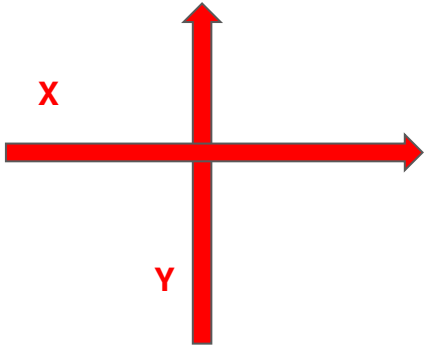


Coordinates of the sprite under the stage



Coordinate system. Stage dimensions

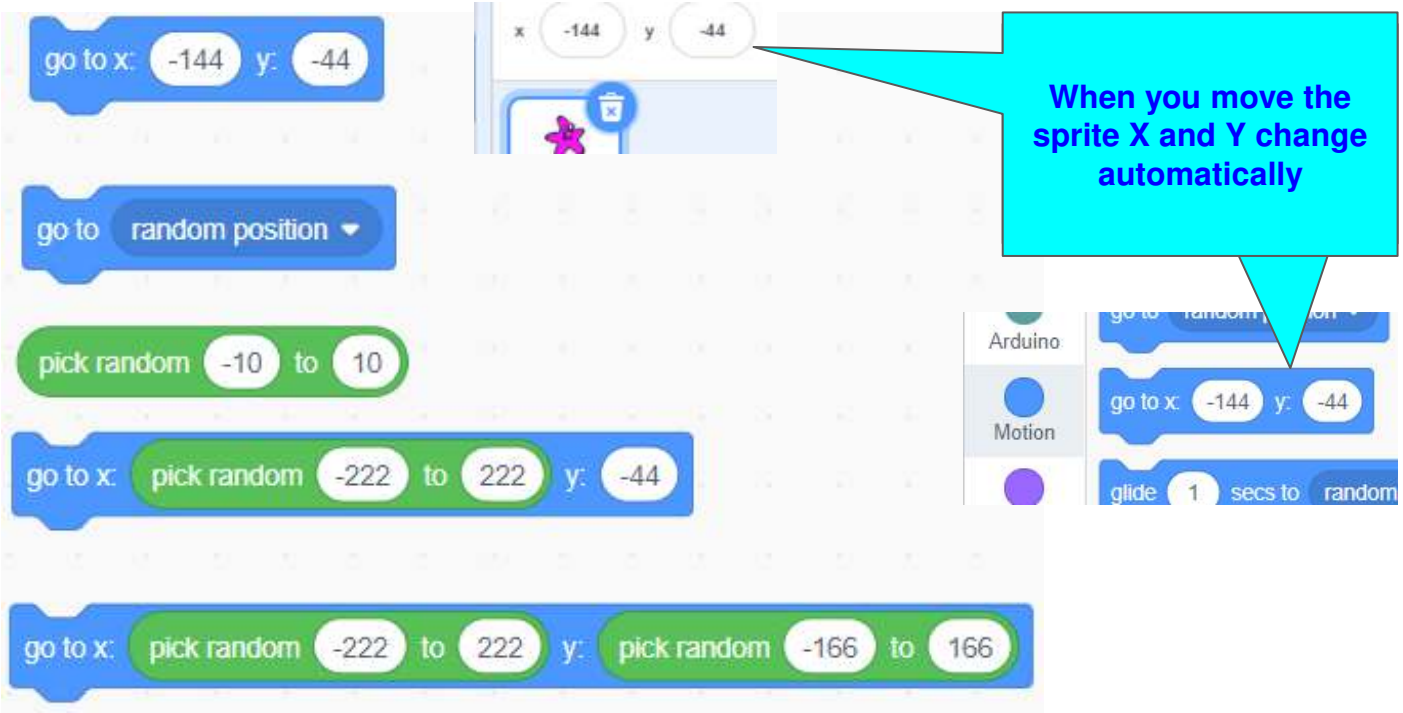




Width - 480 steps

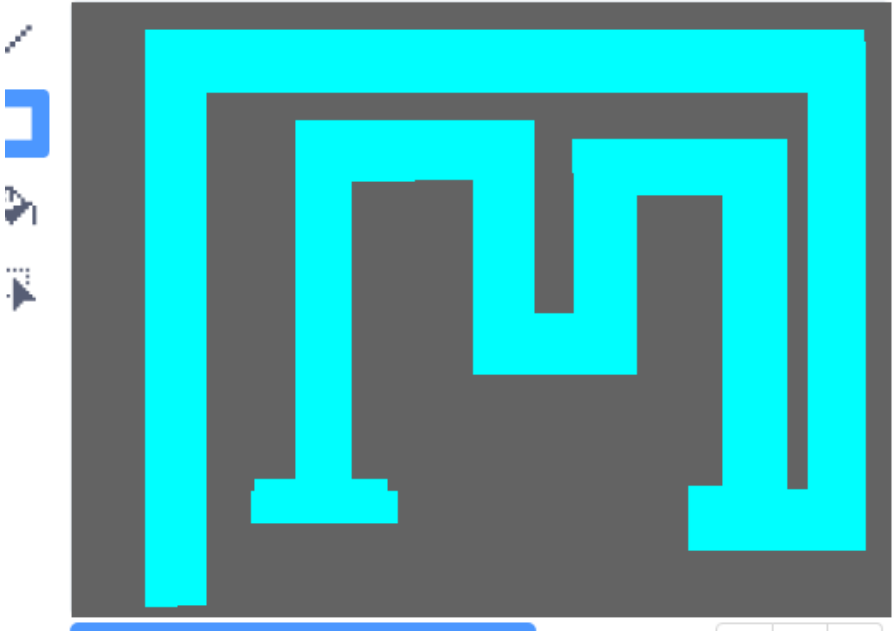
Height - 360 jumps))

Move to random location

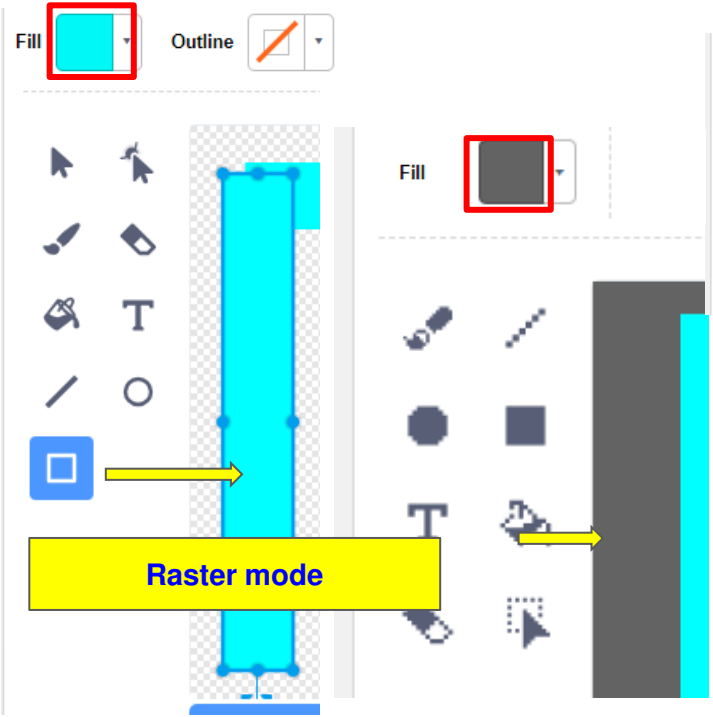


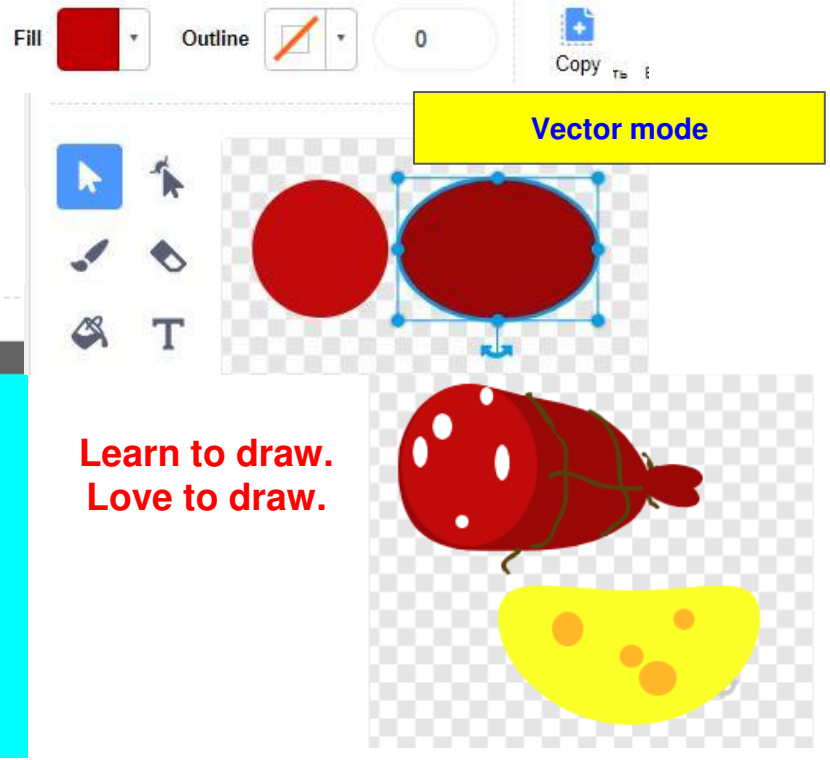
When you move the sprite X and Y change automatically

Labyrinth. Background



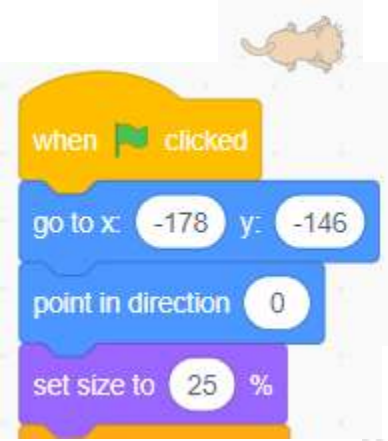
A little drawing

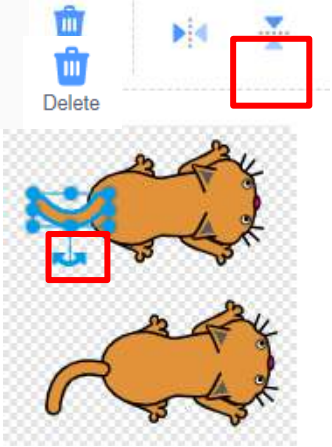




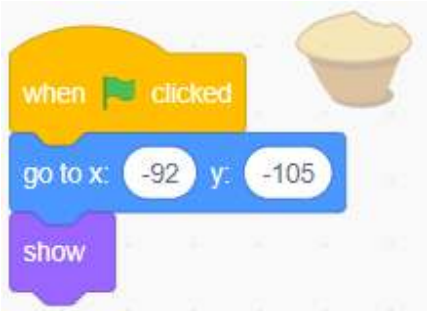
Learn to draw.
Love to draw.

Sprites

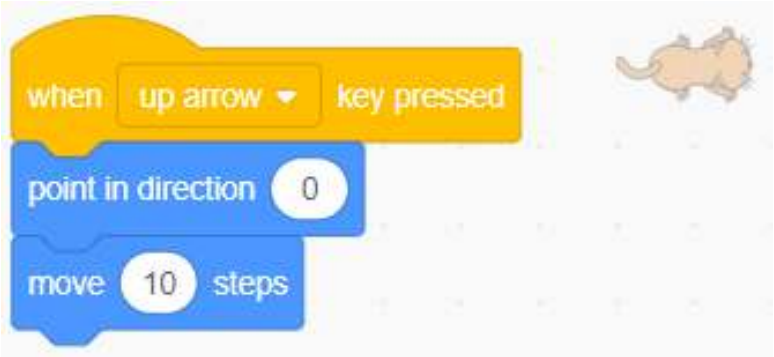

when clicked
go to x: -178 y: -146
point in direction 0
set size to 25 %

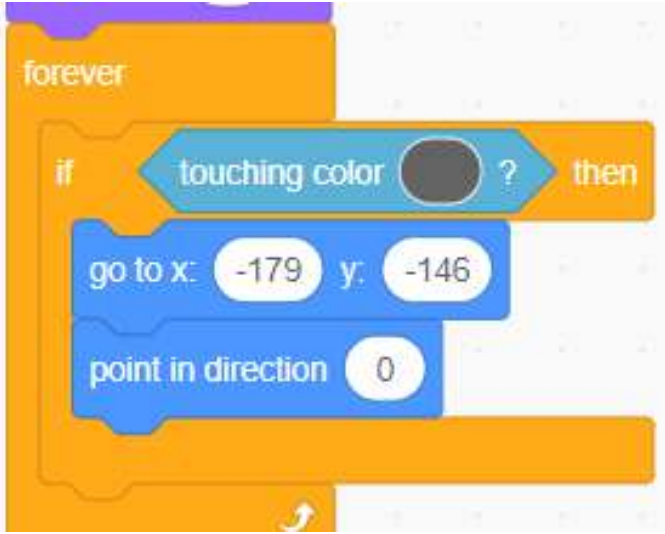

Delete

when clicked
show
switch costume to 1
set size to 26 %
go to x: 215 y: -154


when clicked
go to x: -92 y: -105
show

Cat control





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The cat and the prize. Touch

```
forever
  if <touching [muffin] ?> then
    glide 1 secs to x: -179 y: -146
    point in direction 0
    stop [all]
```

Cat's script

```
when I receive [it's mine]
glide 1 secs to x: -179 y: -152
wait 3 seconds
hide
go to x: -92 y: -110
stop [all]
```

Secret Muffin's script

```
forever
  if <touching [cat] ?> then
    glide 1 secs to x: -179 y: -152
    wait 3 seconds
    hide
    go to x: -92 y: -110
    stop [all]
```

Muffin's script

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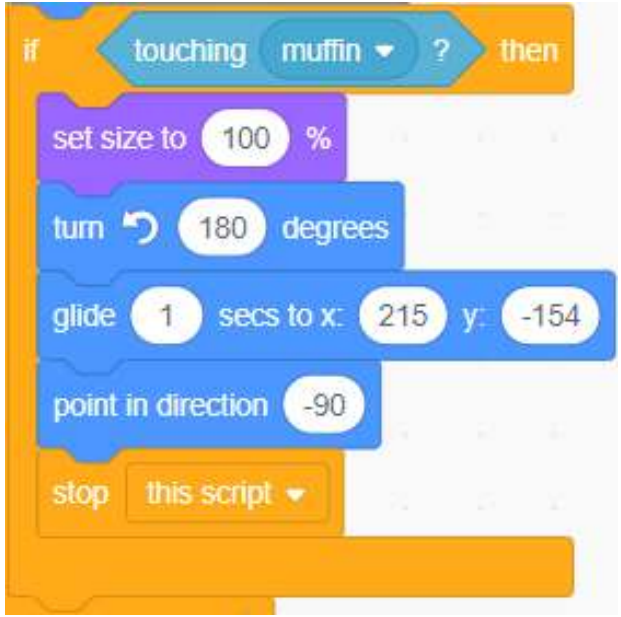
Mouse script: move and touch the prize

Movement to the prize

This means: 1 divided by 2, in half, half a step.

Touch the prize



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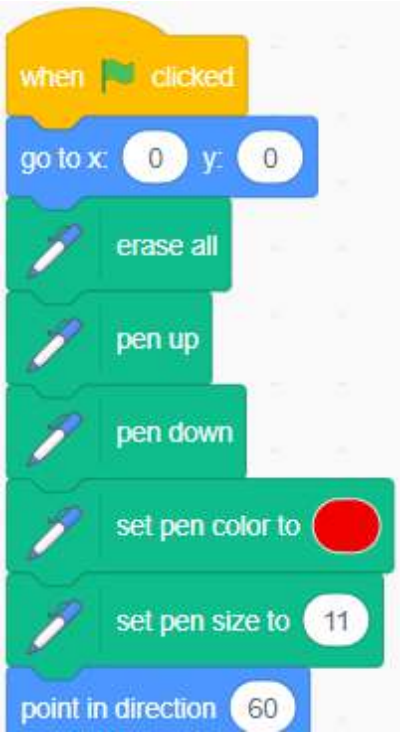
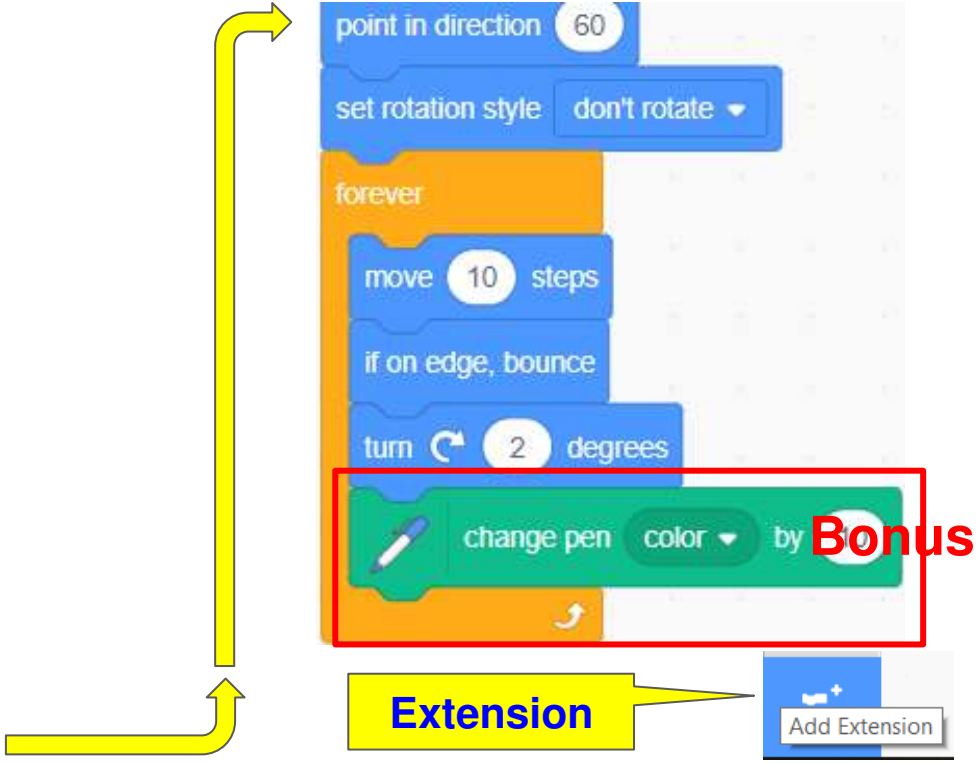
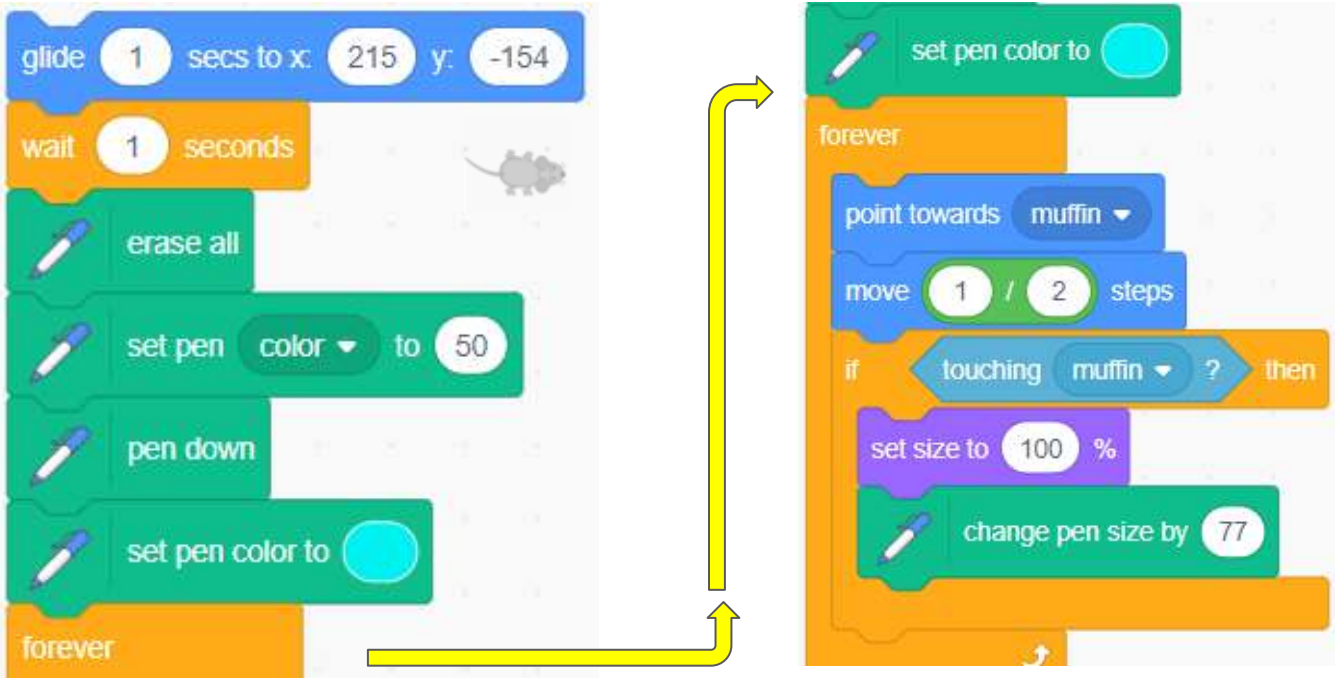
Pen. Working with a pen

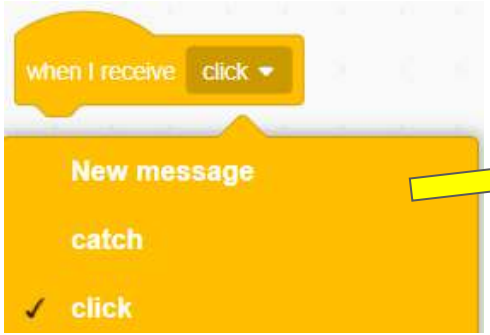




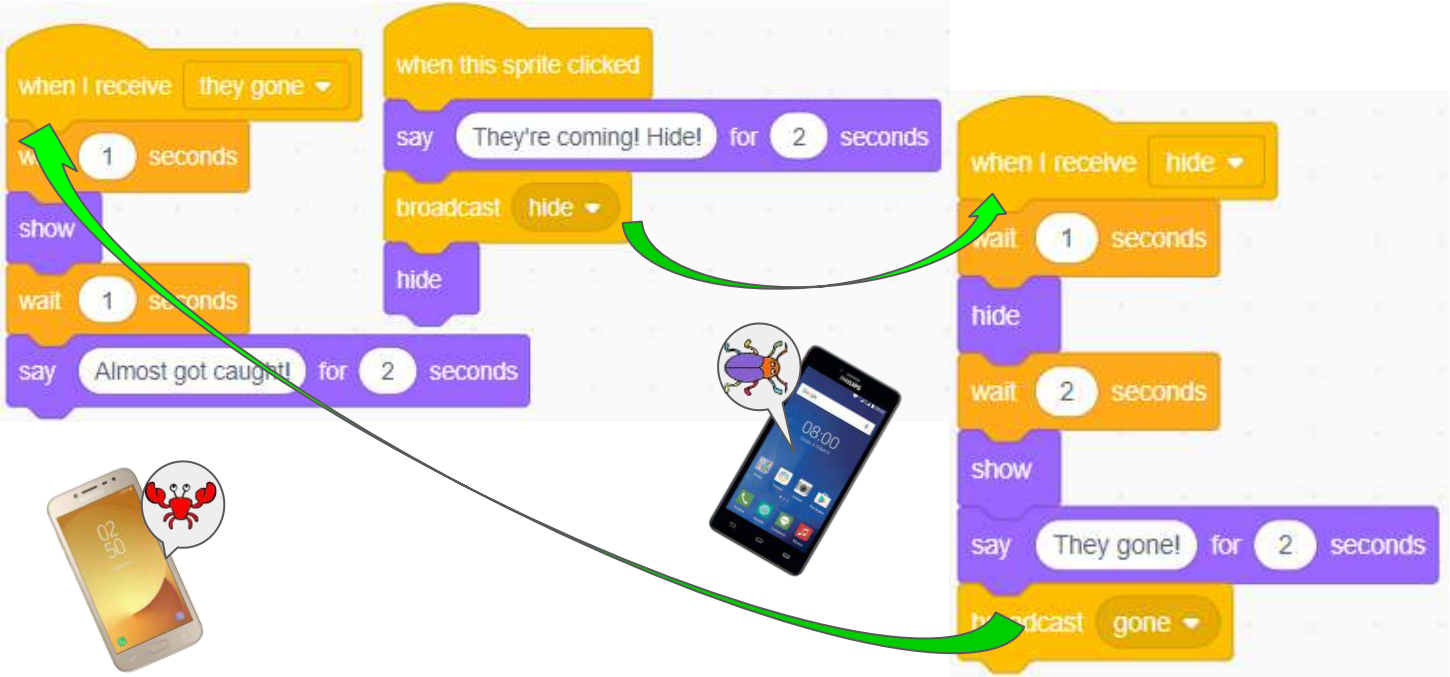
Mouse works with a Pen



Messages. Events



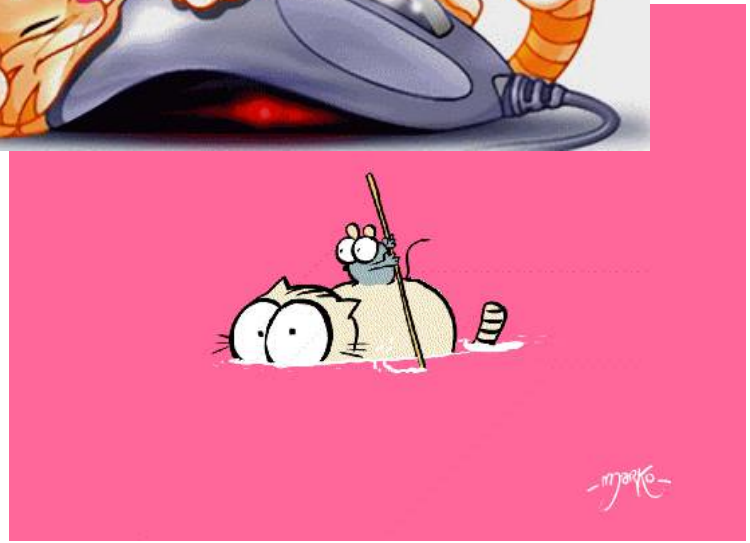
The exchange of messages between sprites



The cat gave orders

The cat raged

Warm up



Commands