

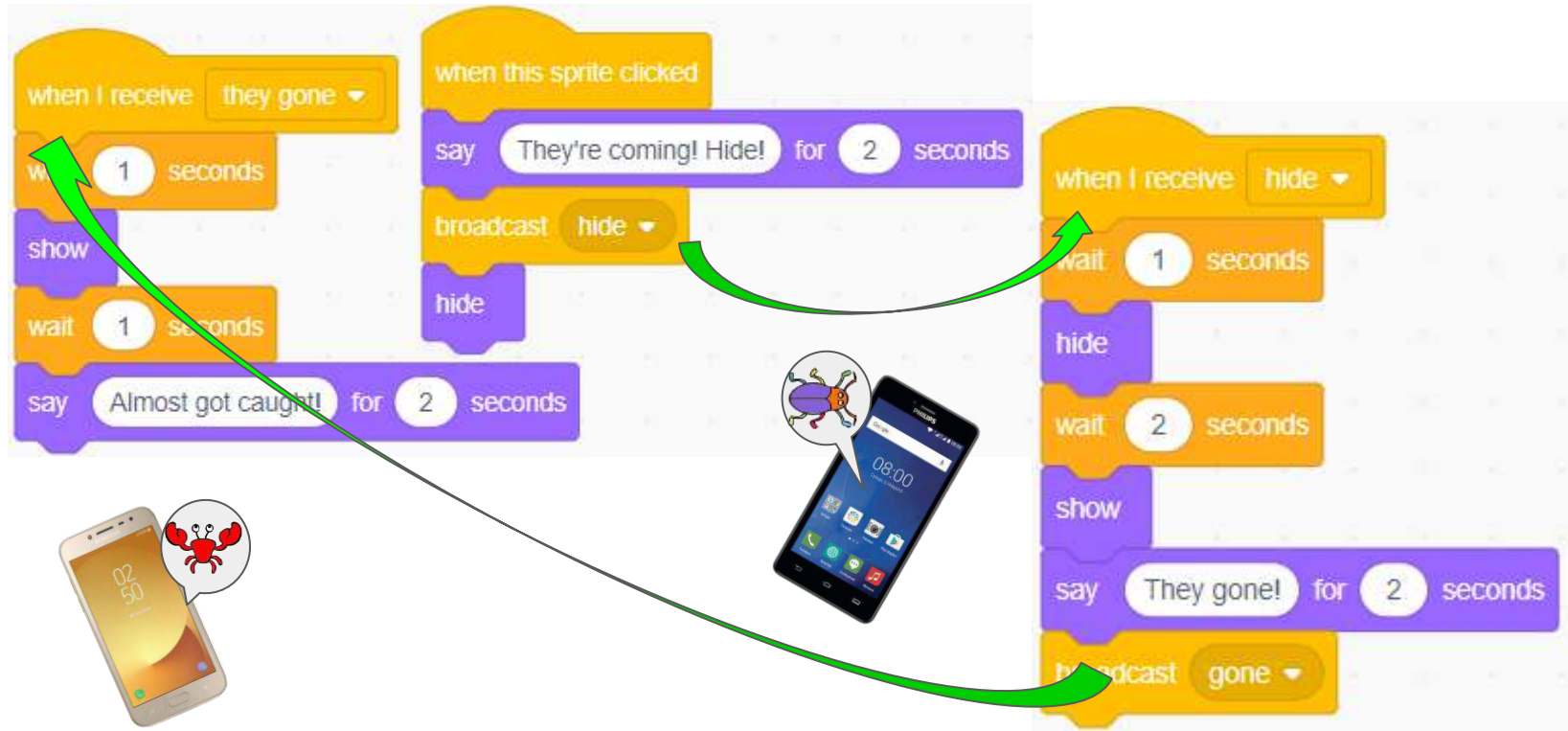
D·BIC

Code Their Dreams

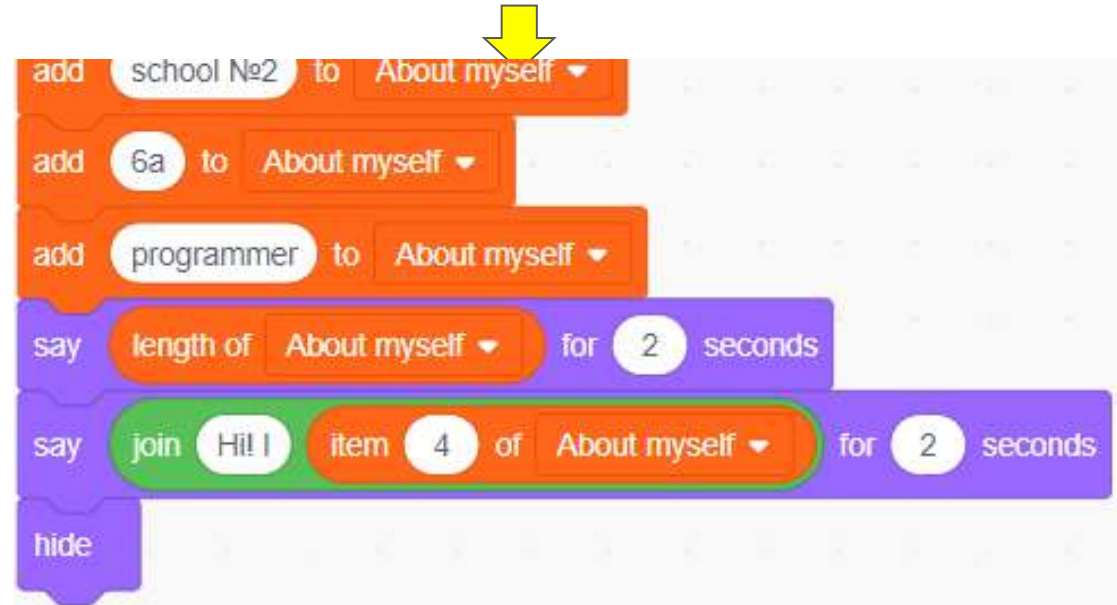
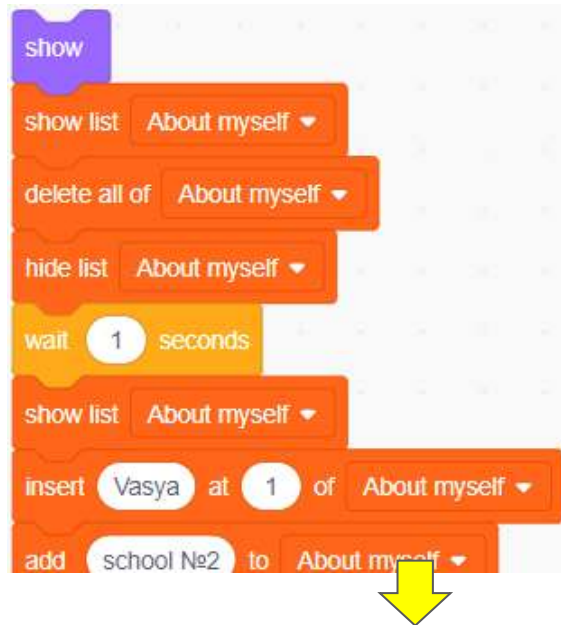
Unit 5: In Space



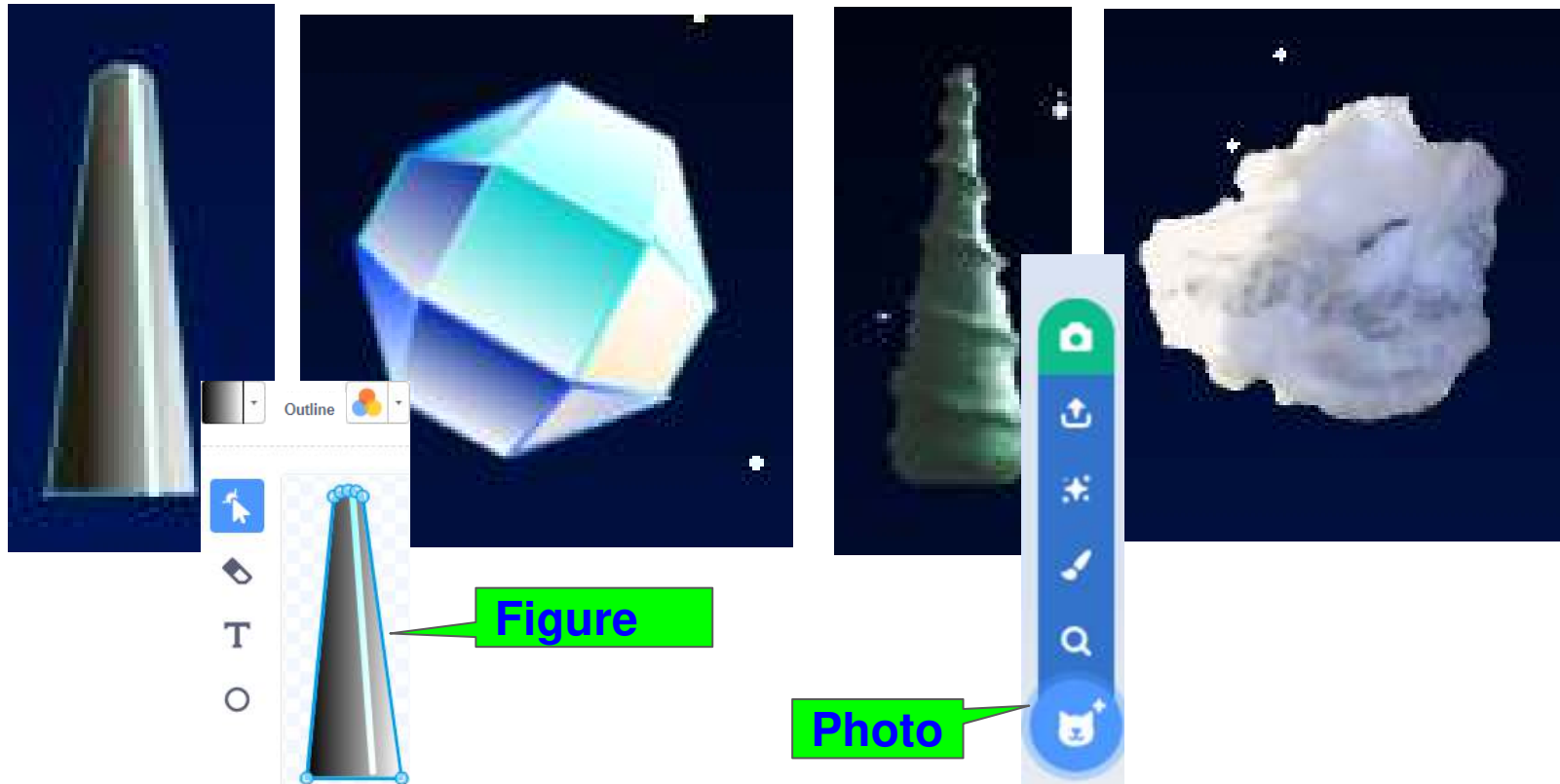
The exchange of messages between sprites



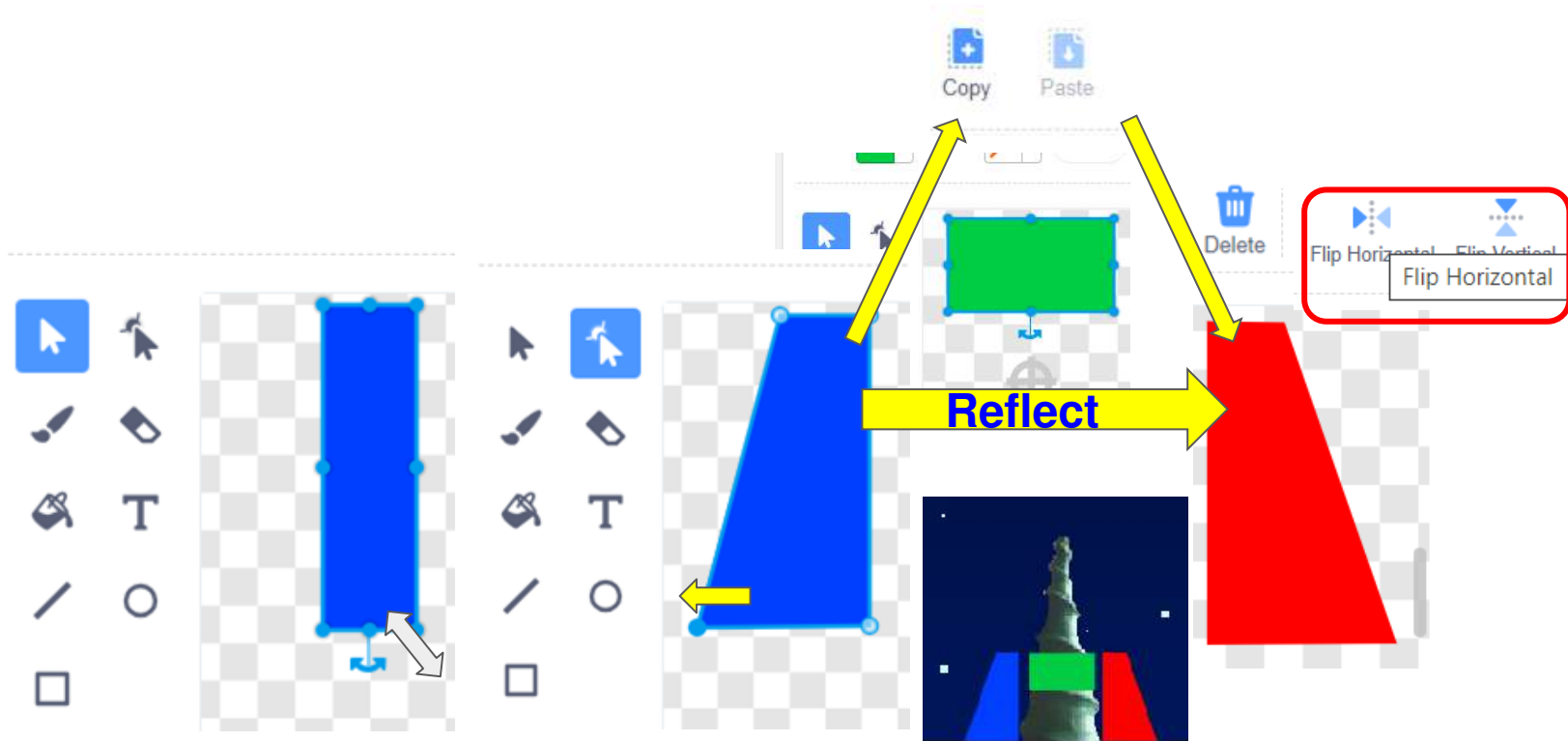
Lists. Create. Display



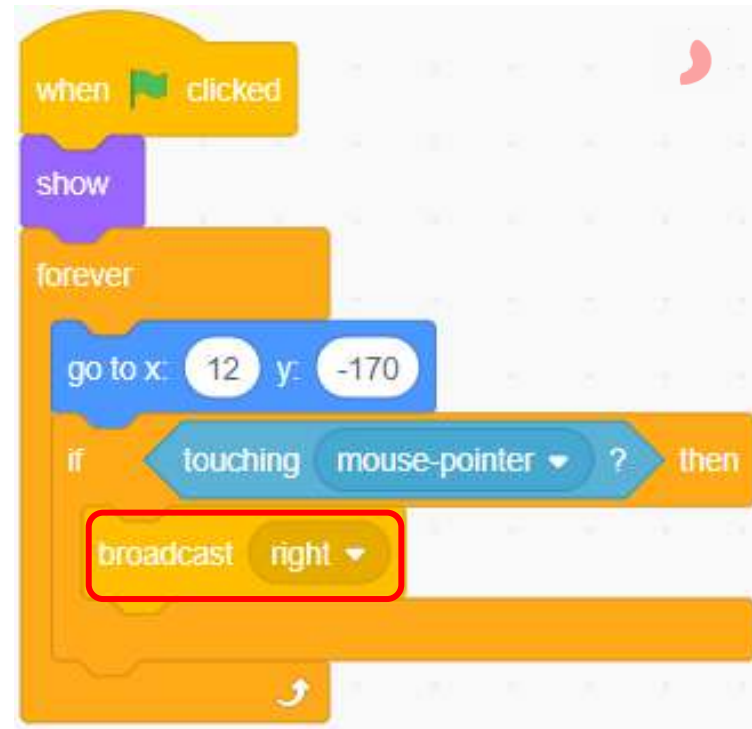
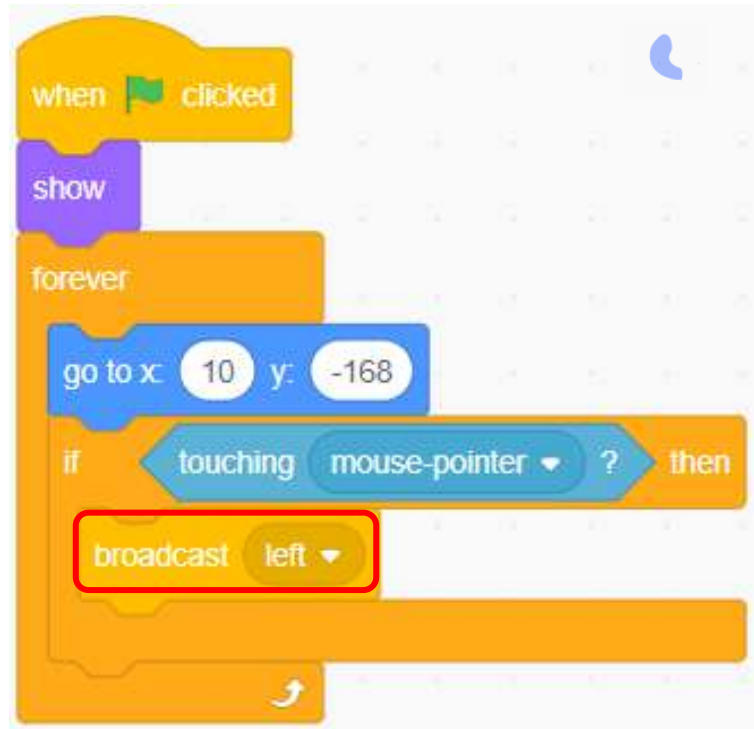
Blaster and Asteroid



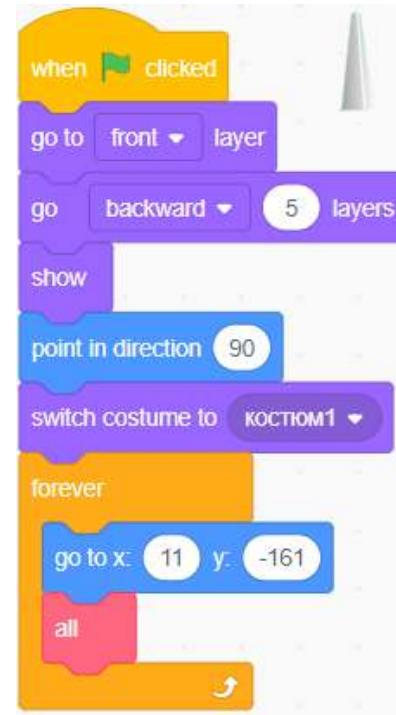
Blaster control keys



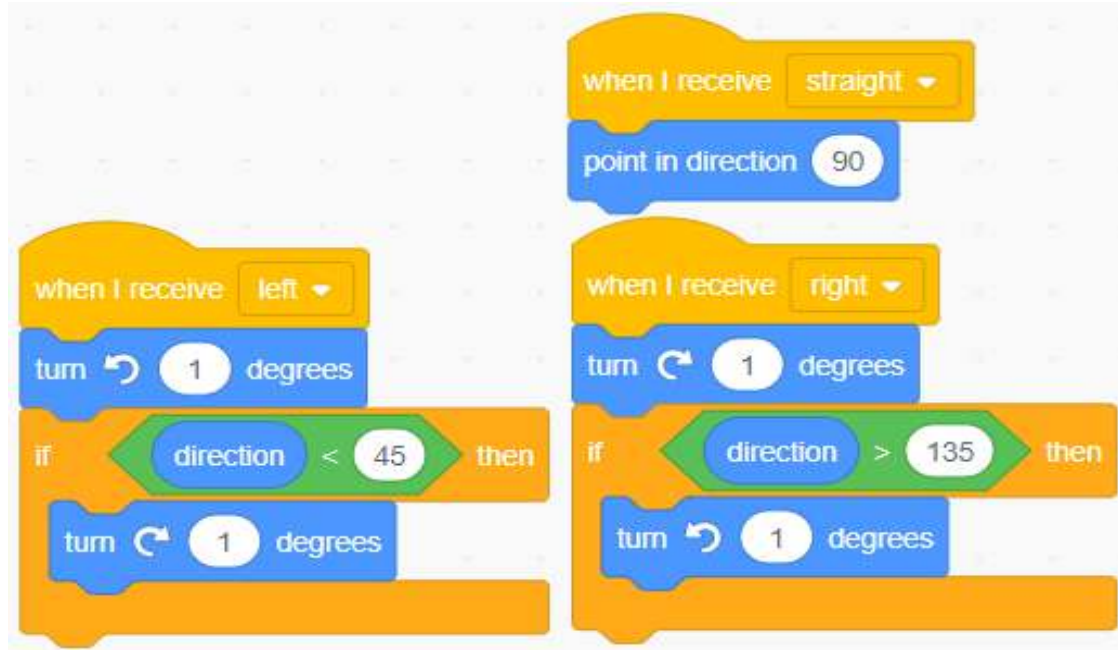
Blaster: left and right keys



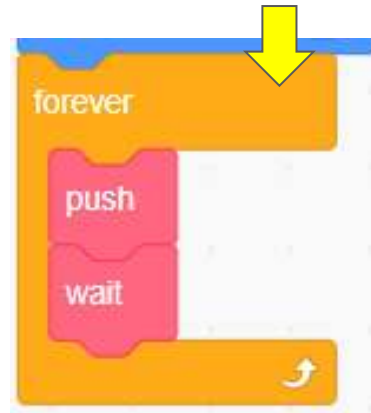
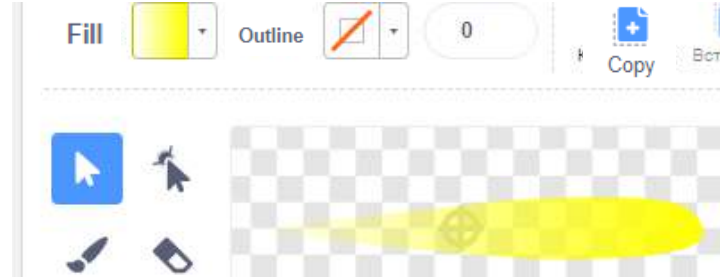
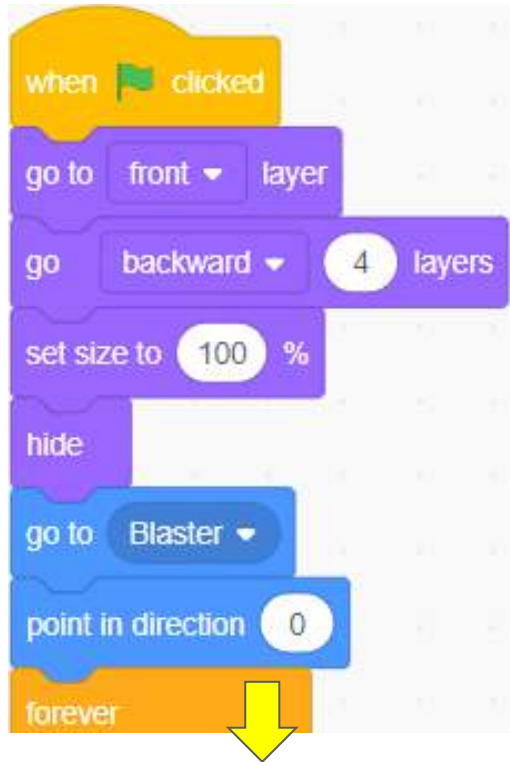
Blaster: only straight



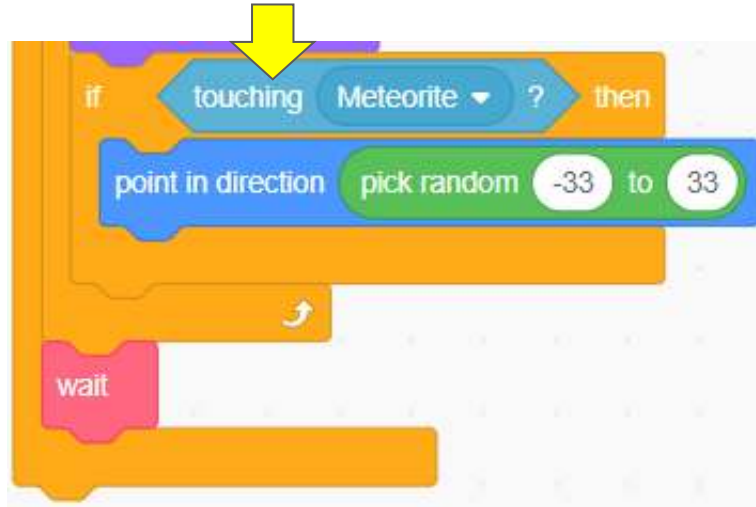
Message to the Blaster from the keys



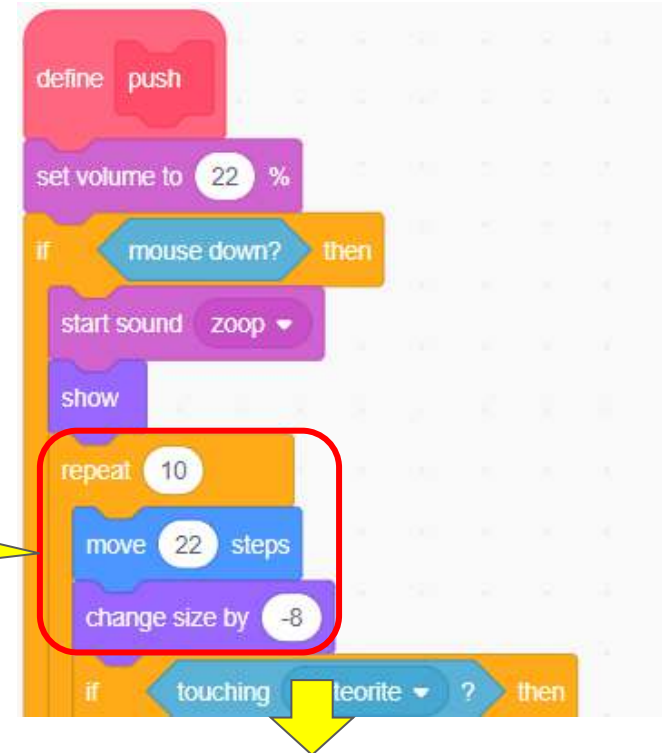
Plasma



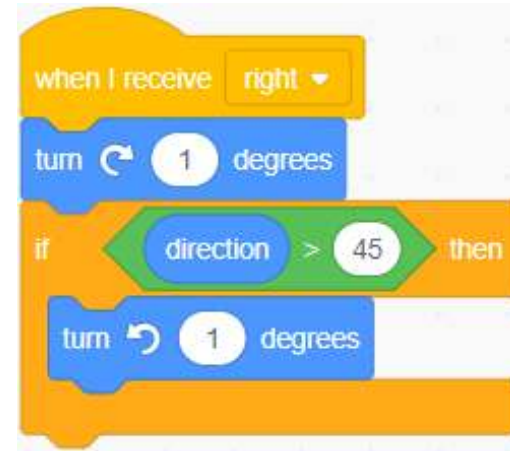
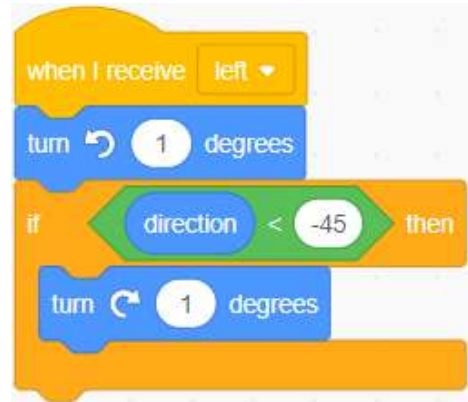
Plasma: click



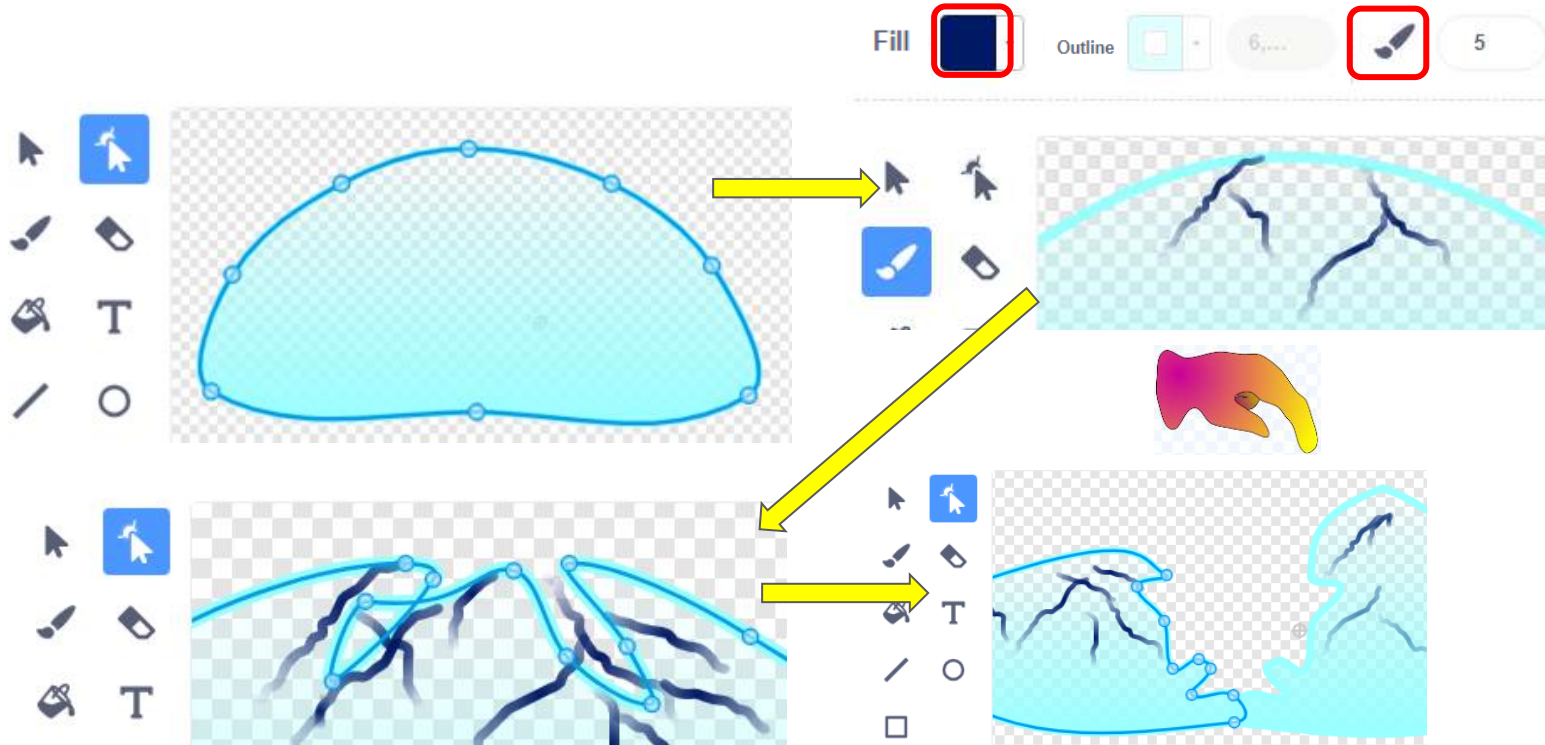
Main 3D effect



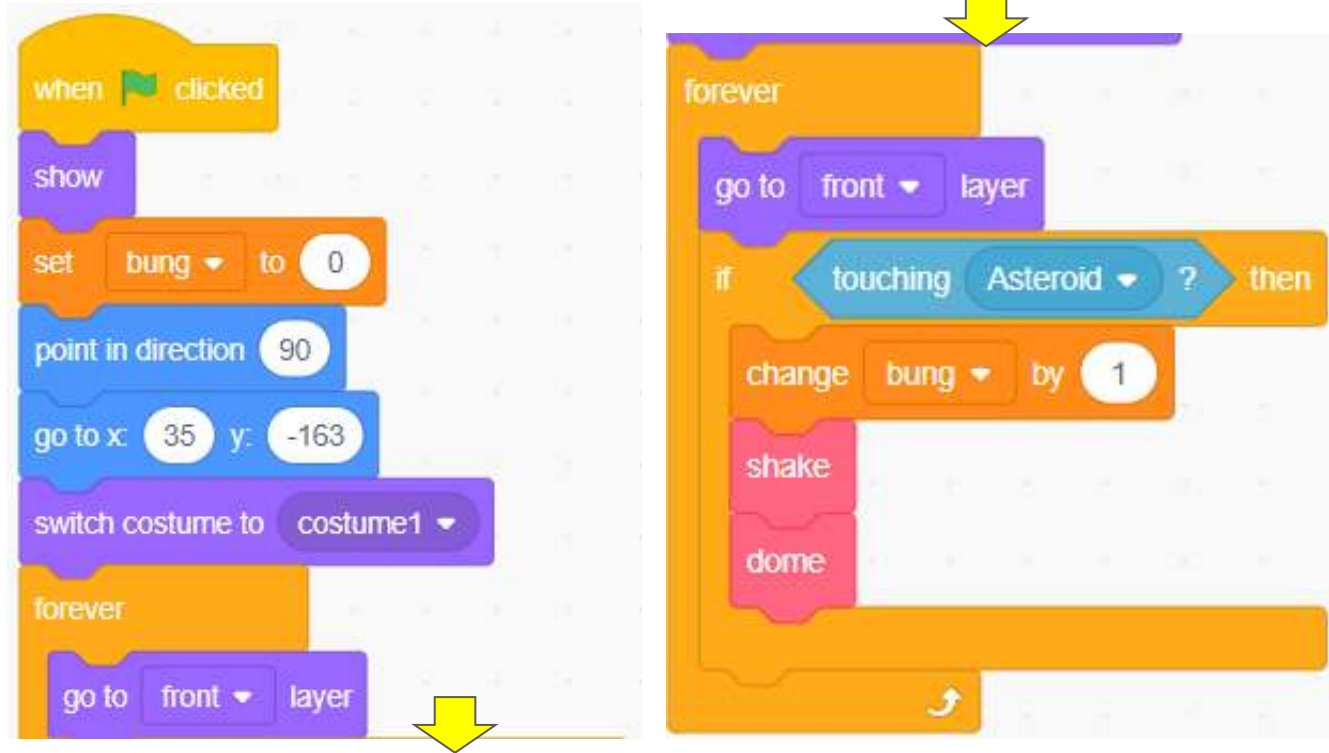
To wait and to go



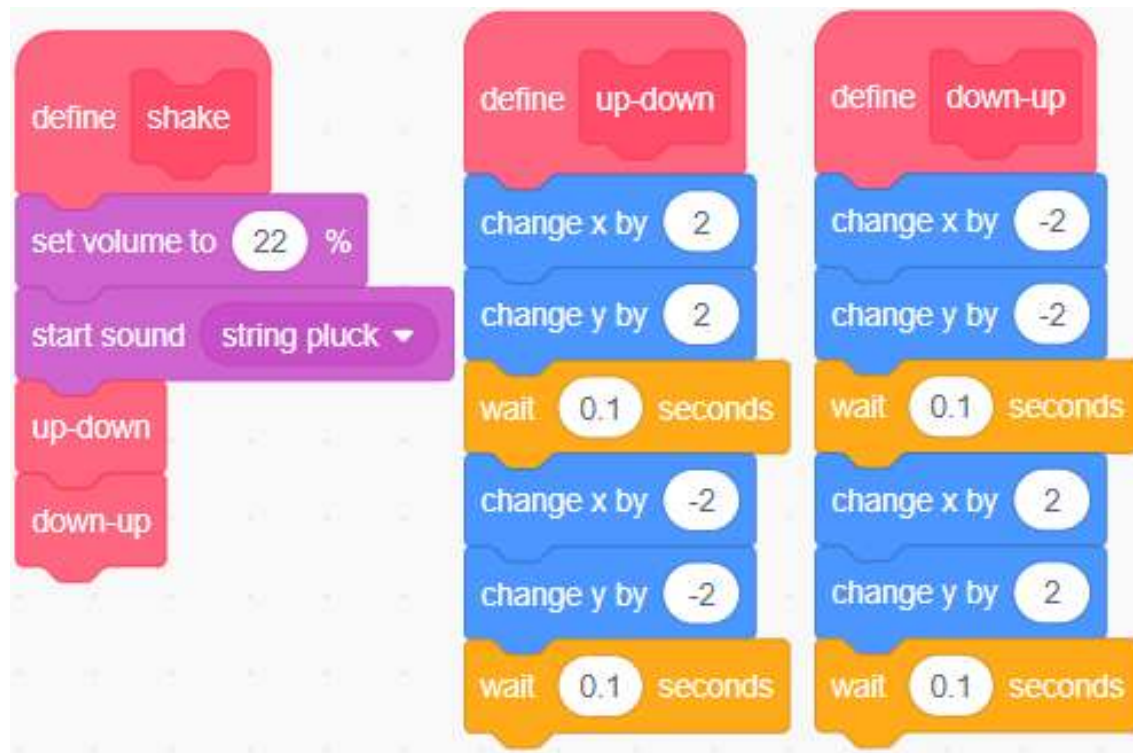
Dome. Drawing stages



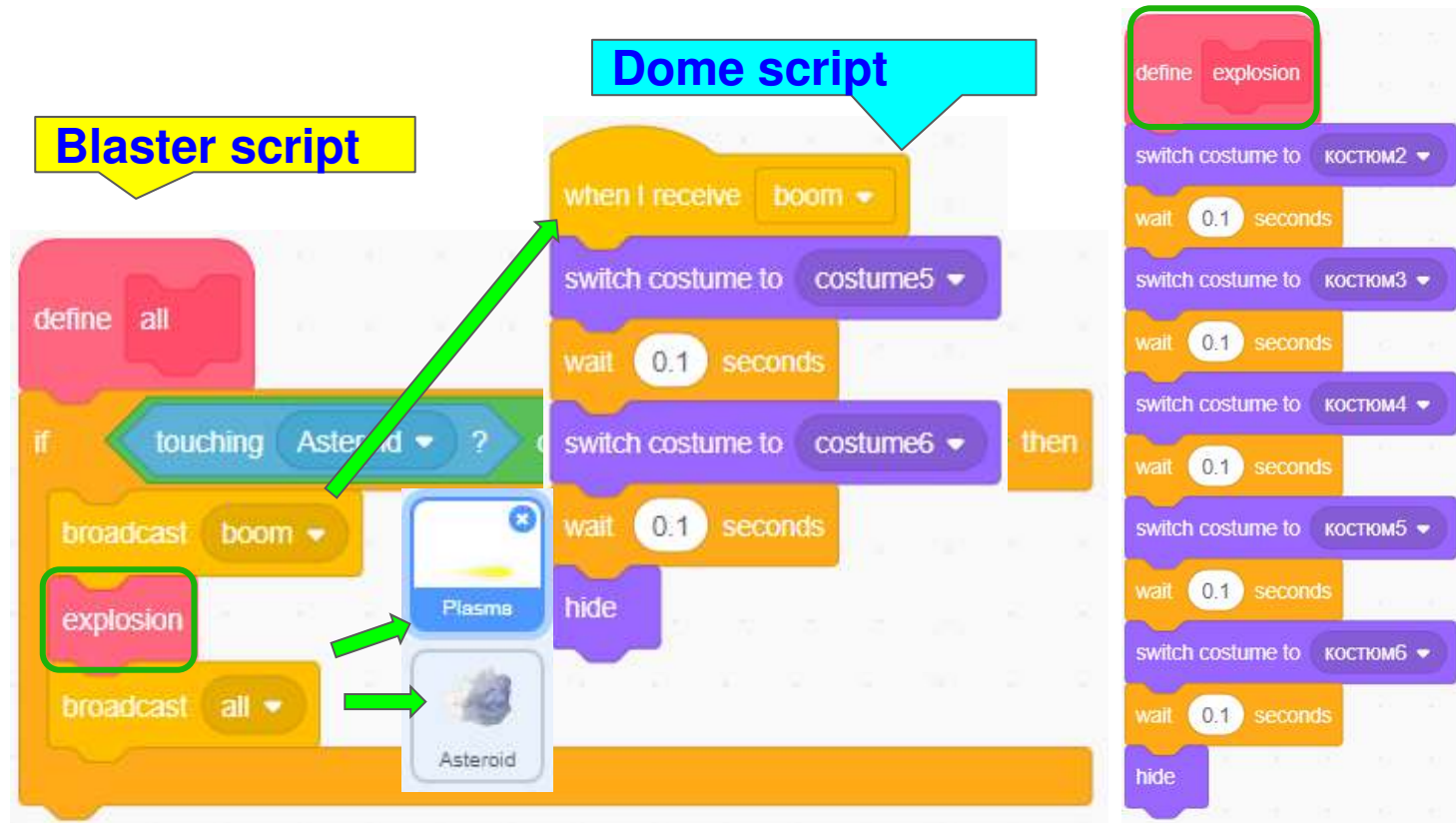
Dome. 1-st script



Dome shuddered



Blaster and Dome



Starry sky

The image displays a Scratch project titled "Starry sky". The stage features a dark blue starry sky backdrop. On the left, the "Fill" color is set to dark blue. The "Tools" palette on the left includes a pencil icon (highlighted with a red box), a line tool, a circle tool, a square tool, a text tool, a paint bucket tool, an eraser tool, and a selection tool. Below the stage, a "Convert to Vector" button is highlighted with a red box. Two scripts are visible on the right:

Script 1 (Left):

- when green flag clicked
- set volume to 11 %
- switch backdrop to stars
- forever loop:
 - start sound Space Ambience
 - wait 9.9 seconds

Script 2 (Right):

- when green flag clicked
- point in direction 90
- go to x: 0 y: 0
- go to back layer
- set size to 122 % (highlighted with a red box)
- forever loop:
 - repeat 88
 - turn 1 / 111 degrees (highlighted with a red box)
 - repeat 88
 - turn 1 / 111 degrees (highlighted with a red box)



Warm up

