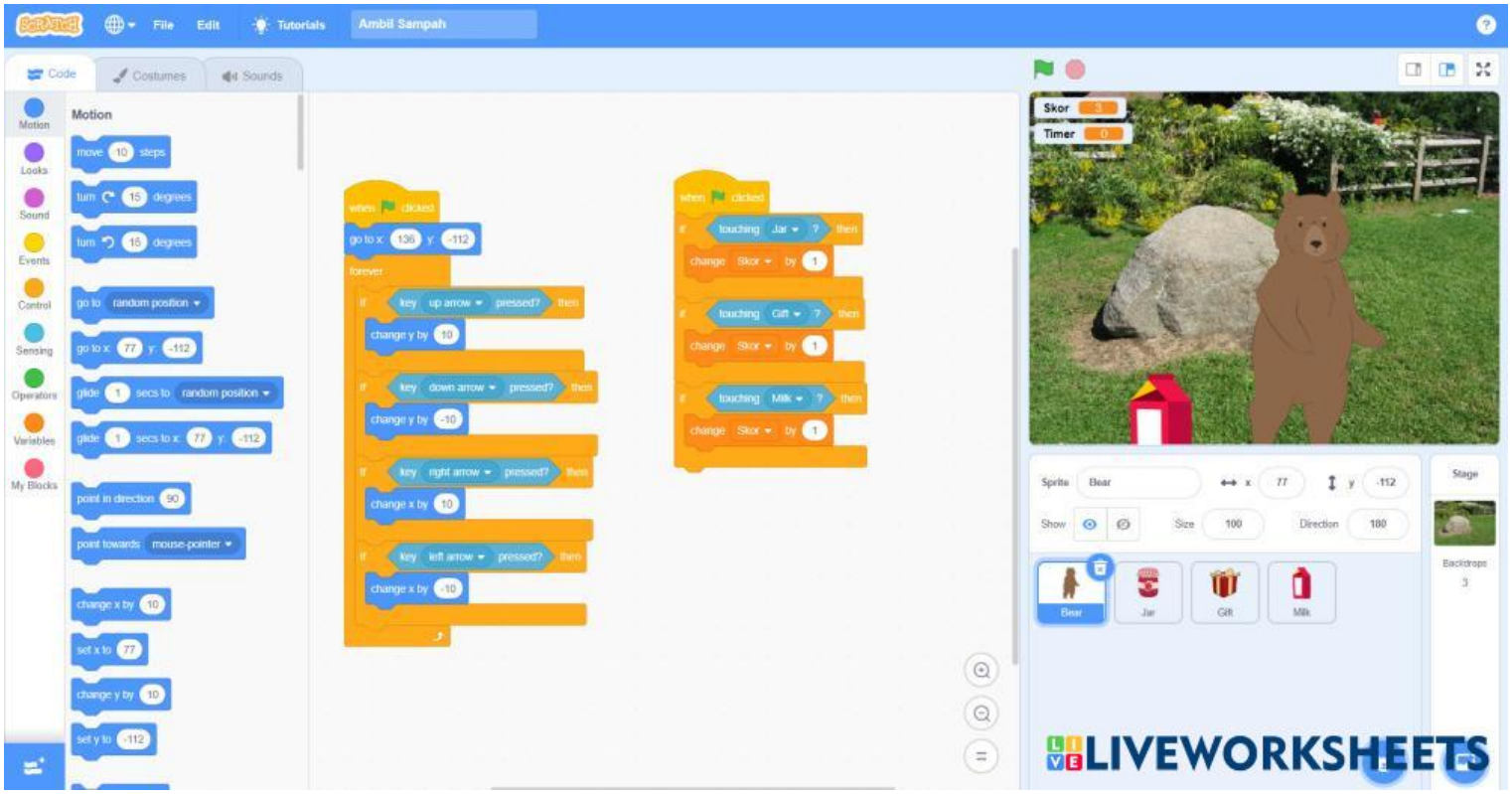
File
Edit
Tutorials
Ambil Sampah
Code
Costumes
Sounds
Motion
Looks
Sound
Events
Control
Sensing
Operators
Variables
My Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
go to random position
go to x: 77 y: -112
glide 1 secs to random position
glide 1 secs to x: 77 y: -112
point in direction 90
point towards mouse-pointer
change x by 10
set x to 77
change y by 10
set y to -112
when clicked
go to x: 136 y: -112
forever
if key up arrow pressed? then
change y by 10
if key down arrow pressed? then
change y by -10
if key right arrow pressed? then
change x by 10
if key left arrow pressed? then
change x by -10
when clicked
if touching Jar ? then
change Skor by 1
if touching Gift ? then
change Skor by 1
if touching Milk ? then
change Skor by 1
Skor 3
Timer 0
Sprite Bear
x 77
y -112
Show
Size 100
Direction 180
Stage
Backdrops 3
Bear
Jar
Gift
Milk
LIVEWORKSHEETS