

Jump and Run

Mit Scratch

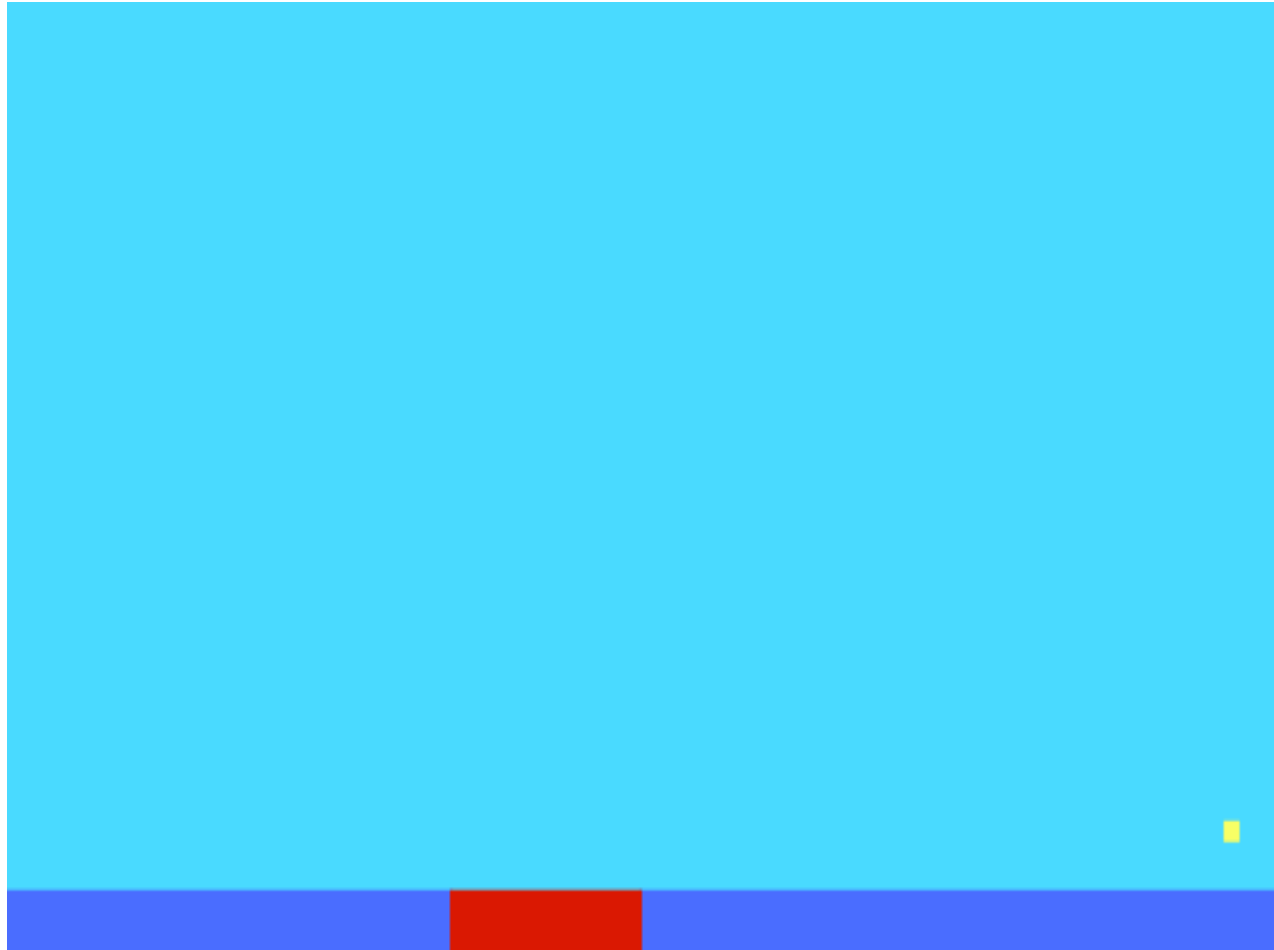
Skripte

The image displays several Scratch scripts for a game character. The scripts are organized into four main sections:

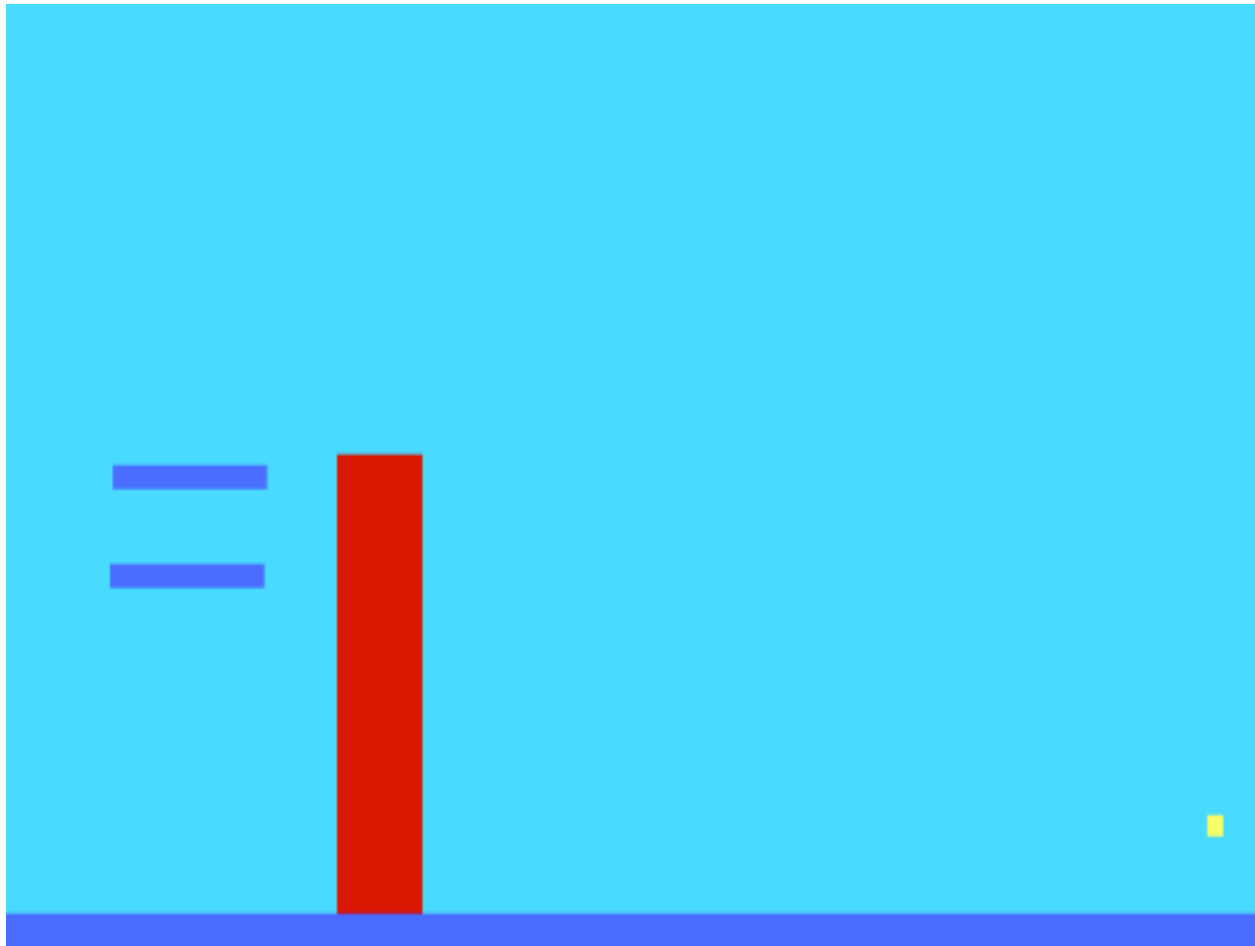
- Top Left Script:** Triggered by the spacebar being pressed. It contains a loop that repeats 10 times, where the y-coordinate is increased by 9.
- Top Right Script:** Triggered by a click. It contains two loops: one for the right arrow key that increases the x-coordinate by 4, and another for the left arrow key that decreases the x-coordinate by 4.
- Middle Left Script:** Triggered by a click. It moves the character to x: -218, y: -123 and then enters a loop where, if the blue circle is not touched, the y-coordinate is decreased by 3.
- Bottom Center Script:** Triggered by a click. It switches to stage image 1, sets the level to 1, and enters a loop where, if the yellow circle is touched, the level is increased by 1, the stage image is switched to the current level, and the character is moved to x: -218, y: -123.

Additionally, there is a script on the right side that is triggered by a click and contains a loop where, if the red circle is touched, the character is moved to x: -218, y: -123.

Bühnenbild: 1



Bühnenbild: 2



Bühnenbild: 3

