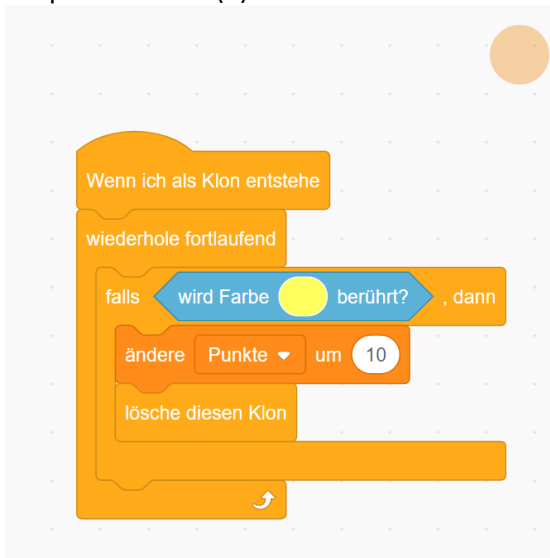
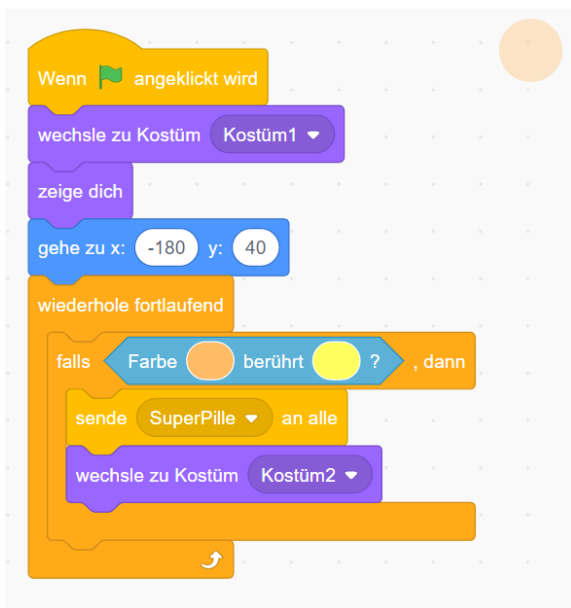


Pacman

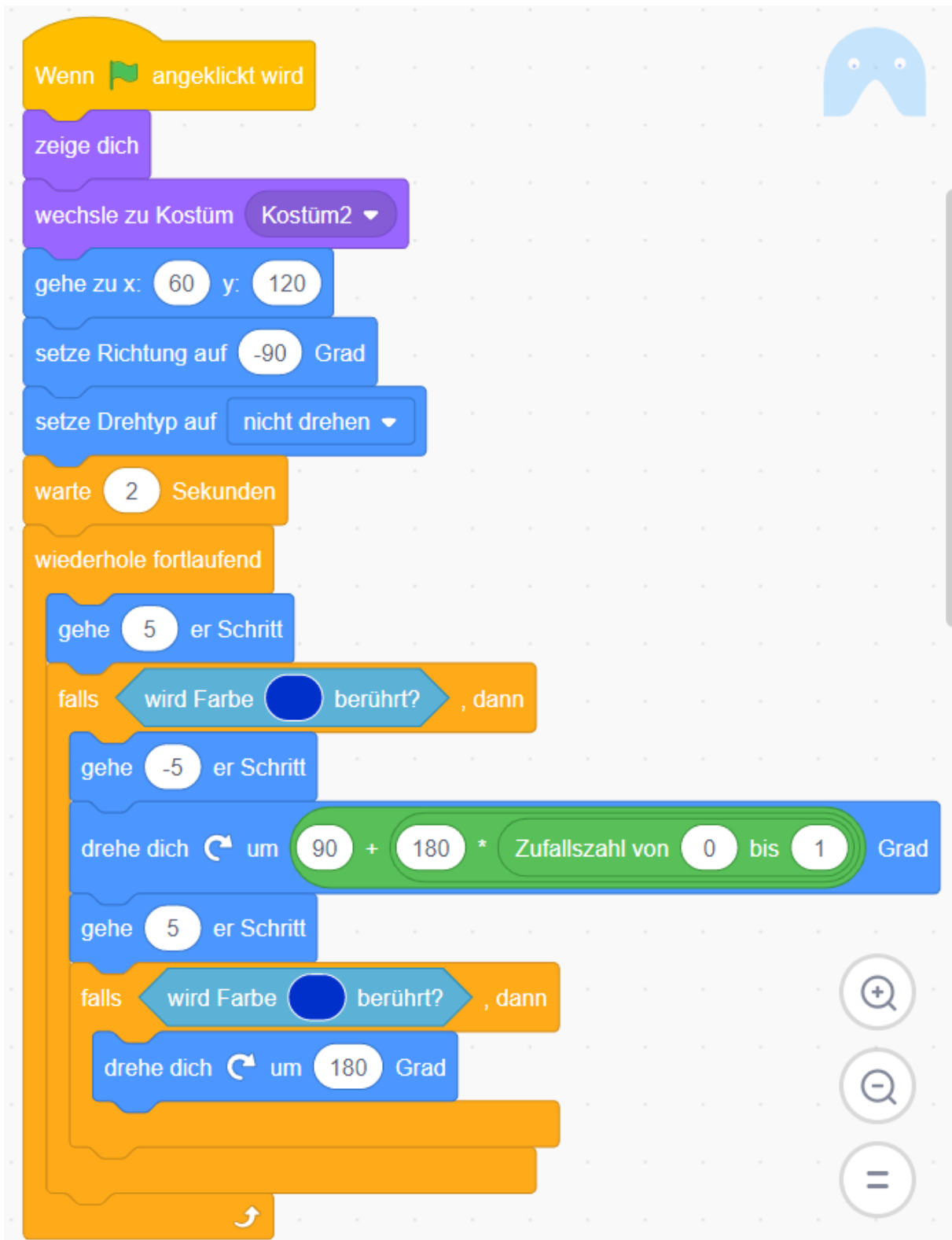
Skript für die Pille(n)












Skript für die Superpille



Skript für Clyde



The image shows a Scratch script for a character named Clyde. The script is written in German and is set against a light gray grid background. In the top right corner, there is a small blue icon of Clyde's head. The script begins with a yellow 'When clicked' block, followed by a purple 'show yourself' block, a purple 'switch to costume' block (set to 'Kostüm2'), and three blue 'move to x: 60 y: 120', 'set direction to -90 degrees', and 'set rotation type to not rotate' blocks. This is followed by an orange 'wait 2 seconds' block. The main part of the script is an orange 'repeat forever' loop. Inside the loop, there is a blue 'move 5 steps' block, an orange 'if touched color blue?' block, a blue 'move -5 steps' block, a blue 'rotate 90 + 180 * random number from 0 to 1 degrees' block, a blue 'move 5 steps' block, another orange 'if touched color blue?' block, and a blue 'rotate 180 degrees' block. The loop ends with an orange arrow block. On the right side of the script area, there are three circular icons: a magnifying glass with a plus sign (zoom in), a magnifying glass with a minus sign (zoom out), and a double horizontal line (stop).

```
Wenn  angeklickt wird
  zeige dich
  wechsele zu Kostüm  Kostüm2
  gehe zu x: 60 y: 120
  setze Richtung auf -90 Grad
  setze Drehtyp auf  nicht drehen
  warte 2 Sekunden
  wiederhole fortlaufend
    gehe 5 er Schritt
    falls  wird Farbe  berührt? , dann
      gehe -5 er Schritt
      drehe dich  um  $90 + 180 * \text{Zufallszahl von } 0 \text{ bis } 1$  Grad
      gehe 5 er Schritt
      falls  wird Farbe  berührt? , dann
        drehe dich  um 180 Grad
  
```

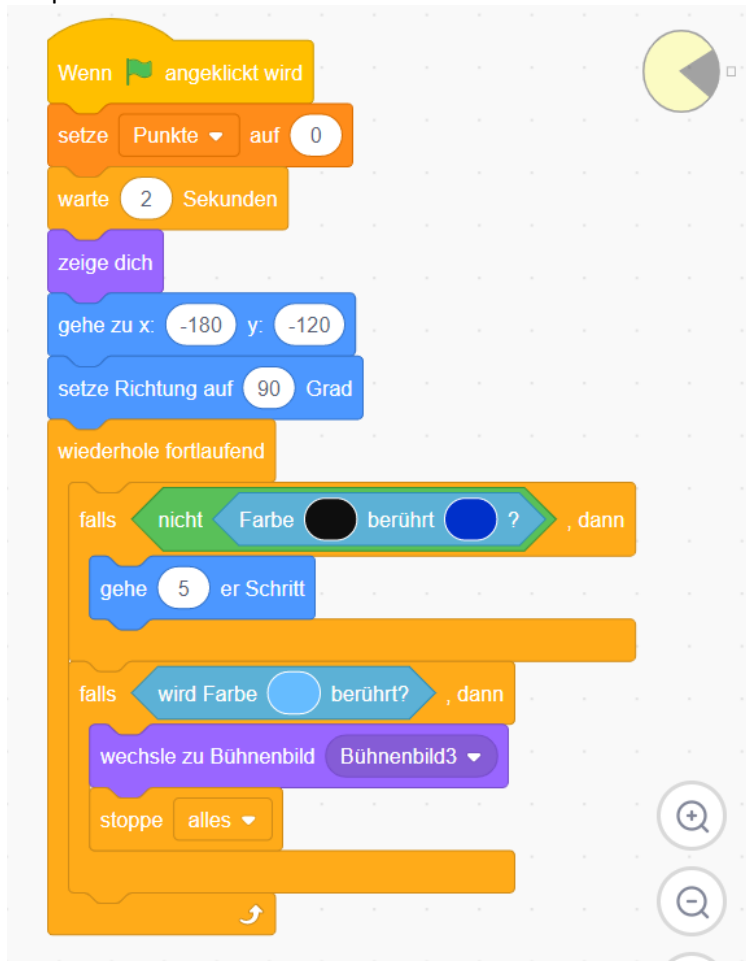


Scratch script for SuperPille:





- Wenn ich SuperPille empfangen
- wechsele zu Kostüm Kostüm2
- wiederhole 30 mal
 - warte 0.1 Sekunden
 - falls Farbe berührt ?, dann
 - verstecke dich
- wechsele zu Kostüm Kostüm1

The script is set against a background with a blue character icon in the top right corner.

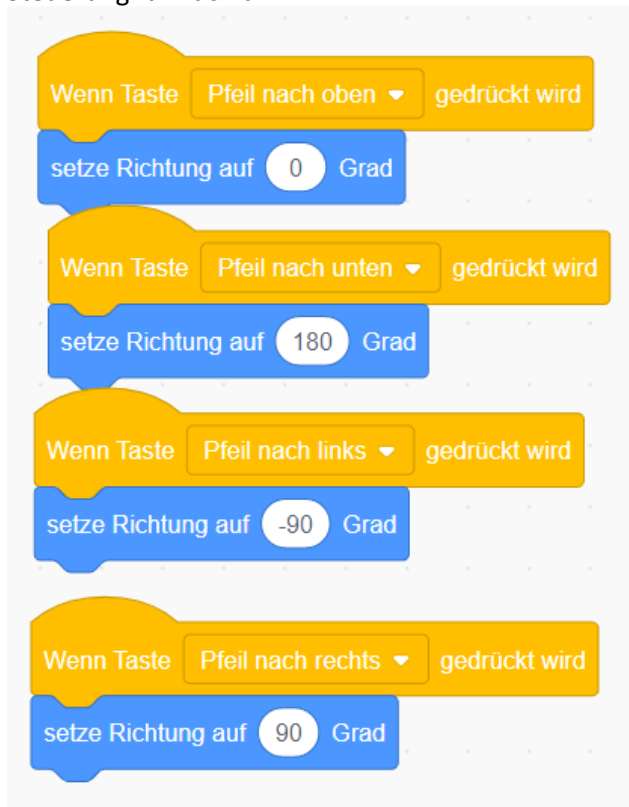
Skript für Pacman




The script starts with a green flag click event. It sets the score to 0, waits 2 seconds, and displays itself. The Pacman character is moved to coordinates (-180, -120) and its direction is set to 90 degrees. A loop begins where it checks if it is not touching a black color. If true, it moves 5 steps. If it touches a blue color, it switches to stage image 'Bühnenbild3' and stops everything.


```
Wenn  angeklickt wird
  setze Punkte auf 0
  warte 2 Sekunden
  zeige dich
  gehe zu x: -180 y: -120
  setze Richtung auf 90 Grad
  wiederhole fortlaufend
    falls nicht Farbe  berührt  ?, dann
      gehe 5 er Schritt
    falls wird Farbe  berührt?, dann
      wechsle zu Bühnenbild Bühnenbild3
      stoppe alles
```


Steuerung für Pacman




The script contains four keypress events. Each event sets a specific direction: up (0 degrees), down (180 degrees), left (-90 degrees), and right (90 degrees).

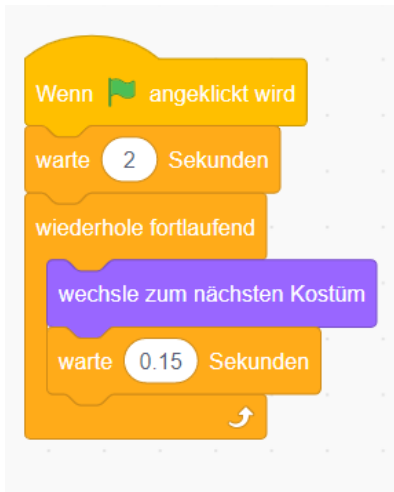
```
Wenn Taste  gedrückt wird
  setze Richtung auf 0 Grad

Wenn Taste  gedrückt wird
  setze Richtung auf 180 Grad

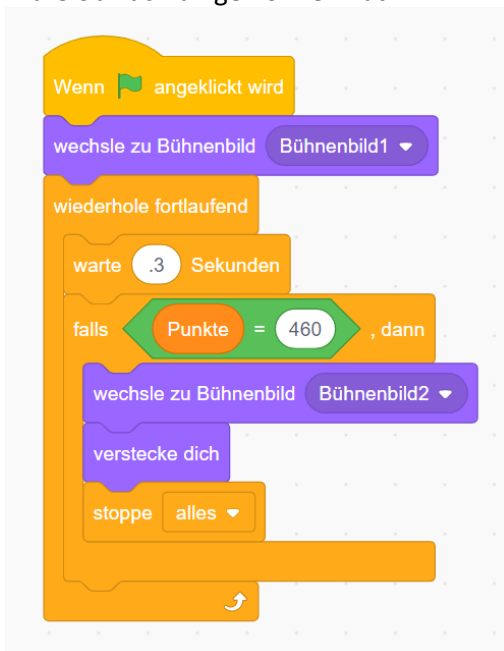
Wenn Taste  gedrückt wird
  setze Richtung auf -90 Grad

Wenn Taste  gedrückt wird
  setze Richtung auf 90 Grad
```

Pacman wechselt sein Kostüm, d.h. Mund geht auf und zu



Prüfe ob Pacman gewonnen hat



Es gibt 3 Bühnenbilder

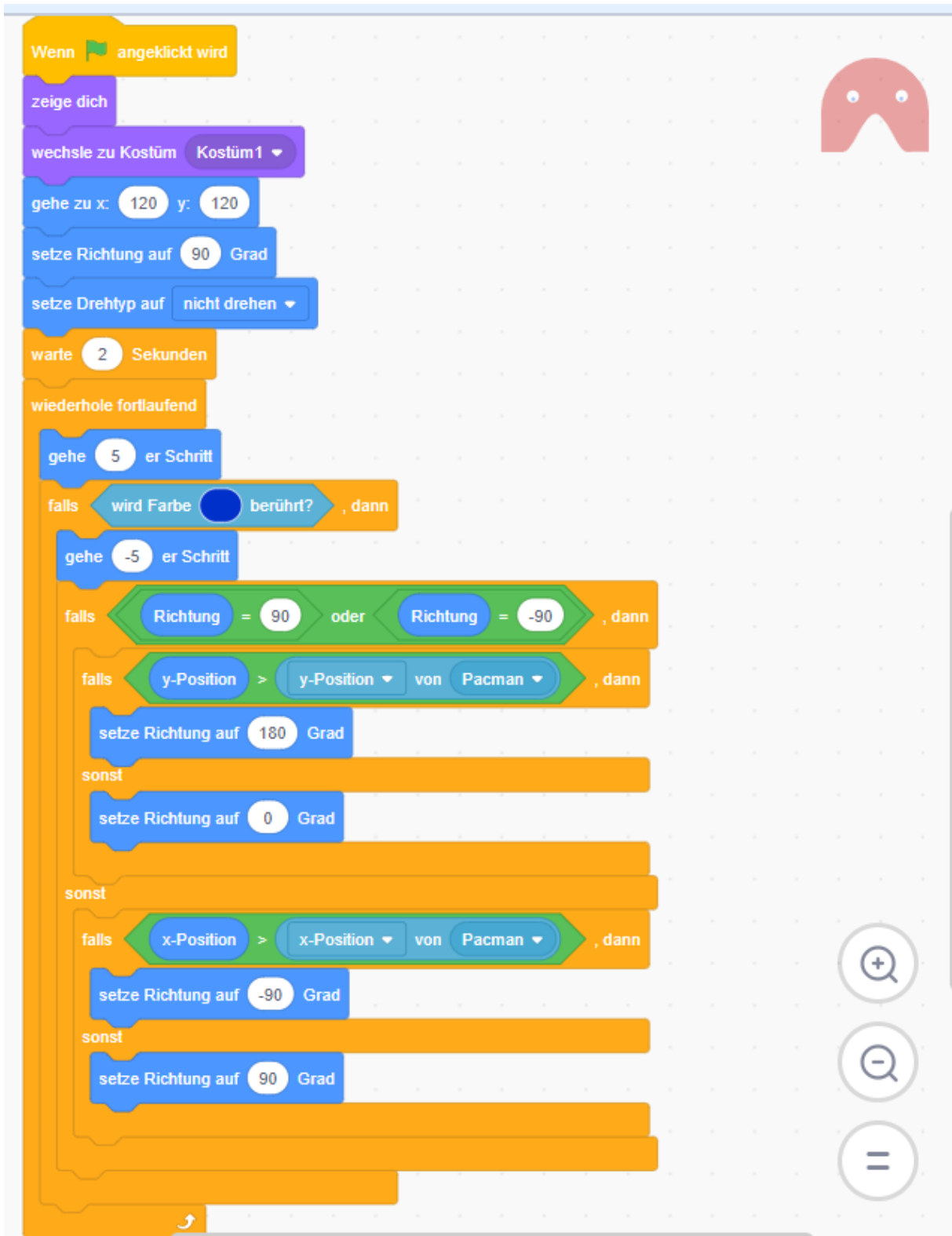
The screenshot displays a digital stage design application interface. On the left, a vertical sidebar lists three stage images:

- 1 Bühnenbild1 (506 x 373)
- 2 Gewonnen! Bühnenbild2 (116 x 29)
- 3 Verloren! Bühnenbild3 (89 x 29)

The main workspace features a top toolbar with various editing tools such as copy, paste, zoom, and alignment. Below the toolbar, the 'Kostüm' (Costume) section is set to 'Bühnenbild1', with 'Füllfarbe' (Fill color) set to purple and 'Randfarbe' (Stroke color) set to black. A '4' is visible in a rounded box next to the stroke color selection. A vertical toolbar on the left of the main workspace contains drawing tools: a selection tool, a lasso tool, an eraser, a text tool (T), a line tool, a circle tool (O), and a square tool.

The central canvas shows a black stage set with blue outlines of architectural elements, including a large rectangular frame and several horizontal and vertical bars. At the bottom of the canvas, there is a blue button labeled 'In Rastergrafik umwandeln' (Convert to Raster Graphics) and a zoom control panel with minus, equals, and plus icons.

Skript für Blincky



The image shows a Scratch script for a character named Blincky. The script is written in a block-based programming language and is set against a grid background. A red Pacman character is visible in the top right corner of the workspace.

The script begins with a 'Wenn angeklickt wird' (When clicked) event block. This is followed by a sequence of initialization blocks: 'zeige dich' (show yourself), 'wechsele zu Kostüm Kostüm1' (switch to costume Kostüm1), 'gehe zu x: 120 y: 120' (go to x: 120 y: 120), 'setze Richtung auf 90 Grad' (set direction to 90 degrees), and 'setze Drehtyp auf nicht drehen' (set rotation style to do not rotate). A 'warte 2 Sekunden' (wait 2 seconds) block follows.

The main logic is contained within a 'wiederhole fortlaufend' (repeat forever) loop. The first block in the loop is 'gehe 5 er Schritt' (move 5 steps). This is followed by a 'falls wird Farbe berührt?' (if touched color?) block with a blue color swatch. If true, the character moves -5 steps ('gehe -5 er Schritt').

Next is a 'falls Richtung = 90 oder Richtung = -90, dann' (if direction is 90 or -90, then) block. Inside this block, there is a 'falls y-Position > y-Position von Pacman, dann' (if y-position > y-position of Pacman, then) block. If true, the direction is set to 180 degrees ('setze Richtung auf 180 Grad'). Otherwise ('sonst'), the direction is set to 0 degrees ('setze Richtung auf 0 Grad').

After this, there is another 'falls x-Position > x-Position von Pacman, dann' (if x-position > x-position of Pacman, then) block. If true, the direction is set to -90 degrees ('setze Richtung auf -90 Grad'). Otherwise ('sonst'), the direction is set to 90 degrees ('setze Richtung auf 90 Grad').

The script ends with a small arrow icon at the bottom of the loop, indicating it repeats forever. On the right side of the workspace, there are three circular icons: a magnifying glass with a plus sign (zoom in), a magnifying glass with a minus sign (zoom out), and a double horizontal line (stop).



The image shows a Scratch script for a character named 'SuperPille'. The script is as follows:

```
Wenn ich SuperPille empfangen
  wechsele zu Kostüm Kostüm2
  wiederhole 30 mal
    warte 0.1 Sekunden
    falls Farbe berührt ?, dann
      verstecke dich
  wechsele zu Kostüm Kostüm1
```

The script starts with a 'Wenn ich SuperPille empfangen' (When I receive SuperPille) event block. This is followed by a 'wechsele zu Kostüm Kostüm2' (Switch to costume Kostüm2) block. Then, a 'wiederhole 30 mal' (Repeat 30 times) loop block contains a 'warte 0.1 Sekunden' (Wait 0.1 seconds) block and an 'if' block. The 'if' block is 'falls Farbe berührt ?, dann' (If color touches ?, then) and contains a 'verstecke dich' (Hide) block. After the loop, there is a 'wechsele zu Kostüm Kostüm1' (Switch to costume Kostüm1) block. The background features a red alien head icon in the top right corner and zoom in/out icons in the bottom right corner.