

Puzzle Bausteine für das Jump-Spiel

The image shows a collection of Scratch puzzle pieces for a jump game. The pieces are arranged on a light gray grid background. The pieces include:

- Control: 'wiederhole fortlaufend' (repeat forever), 'Wenn Taste Leertaste gedrückt wird' (when space key is pressed), 'Wenn Flagge angeklickt wird' (when green flag is clicked), 'Wenn ich Ende empfange' (when I receive 'Ende'), 'falls , dann' (if-then), 'gleite in 1.5 Sek. zu x: 0 y: 0' (slide in 1.5 seconds to x: 0 y: 0), 'gleite in .5 Sek. zu x: 0 y: 90' (slide in 0.5 seconds to x: 0 y: 90), 'wird Figur2 berührt?' (is figure 2 touched?).
- Motion: 'gehe zu x: 255 y: -28' (go to x: 255 y: -28), 'gehe zu x: 0 y: 0' (go to x: 0 y: 0), 'x-Position' (x-position), 'ändere x um -7' (change x by -7).
- Appearance: 'zeige dich' (show myself), 'verstecke dich' (hide myself).
- Sound: 'sende Ende an alle' (send 'Ende' to all).
- Logic: 'wechsele zu Bühnenbild Bühnenbild1' (switch to stage background Bühnenbild1), 'wechsele zu Bühnenbild Bühnenbild2' (switch to stage background Bühnenbild2), 'wird Figur2 berührt?' (is figure 2 touched?).
- Other: 'gehe zu x: 255 y: -28' (go to x: 255 y: -28), 'gehe zu x: 0 y: 0' (go to x: 0 y: 0), 'x-Position' (x-position), 'ändere x um -7' (change x by -7), 'wird Figur2 berührt?' (is figure 2 touched?).

On the right side, there are three circular icons: a magnifying glass (zoom in), a minus sign (zoom out), and an equals sign (reset).