

# Appendix D – Programming Code Help Sheet

when clicked

```

forever
  ▶ climbing and falling
  if touching Sprite2 ? then
    if key up arrow pressed? then
      next costume
      change y by 3
    else
      change y by -3
  
```

▶ slower movement

```

when up arrow key pressed
  change y by 10

when down arrow key pressed
  change y by -10

when right arrow key pressed
  change x by 10

when left arrow key pressed
  change x by -10
  
```

▶ smoother movement

```

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
  
```

▶ shooting a missile

```

when space key pressed
  go to Sprite2
  point in direction direction of Sprite2
  repeat until touching edge ?
    move 10 steps
    if touching Sprite3 ? then
      wait 0.02 secs
      hide
  hide
  
```

▶ jumping

```

when space key pressed
  repeat 10
    change y by 10
  repeat 10
    change y by -10
  
```

▶ scrolling backdrop

```

when clicked
  set y to 0
  forever
    set x to scrollx + 470 * 1
    scrollx + 10
    470 * 1
  
```

▶ highlight an object

```

when this sprite clicked
  repeat 50
    change color effect by 25
  clear graphic effects
  
```

```

when clicked
  set scrollx to 0
  forever
    if key right arrow pressed? then
      change scrollx by -10
    if key left arrow pressed? then
      change scrollx by 10
  
```

▶ bouncing off

```

when clicked
  forever
    if touching Sprite3 ? then
      point in direction direction * 180
  
```