

Collide Grade 5

Collide
v459.1 by mmeyer99 (unshared)

score 0

x: 143 y: -180

Sprites

New sprite:

Stage
1 backdrop

New backdrop:

Sprite1 Bat1 Donut Bat2 Bat3
Bat4 Donut2 Donut3 Donut4 Donut5

Scripts | Costumes | Sounds

- Motion
- Looks
- Sound
- Pen
- Data
- Events
- Control
- Sensing
- Operators
- More Blocks

when green flag clicked

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: 164 y: 74

go to mouse-pointer

glide 1 secs to x: 164 y: 74

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

set rotation style left-right

when green flag clicked

go to x: -190 y: 0

set score to 0

when green flag clicked

forever

go to mouse-pointer

score 0



x: 240 y: -160

Sprites

New sprite:

Scripts | Costumes | Sounds

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```
when clicked clicked  
show  
wait until touching Sprite1 ?  
change score by -10  
hide  
  
move 10 steps  
turn 15 degrees  
turn 15 degrees  
  
point in direction 90  
point towards mouse-pointer  
  
go to x: -31 y: 28  
go to mouse-pointer  
glide 1 secs to x: -31 y: 28  
  
change x by 10  
set x to 0  
change y by 10  
set y to 0  
  
if on edge, bounce  
set rotation style left-right  
  
x position
```

```
when clicked clicked  
show  
wait until touching Sprite1 ?  
change score by -10  
hide
```



x: 240 y: 155

Sprites

New sprite:

Stage
1 backdrop

New backdrop:

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- Looks
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- Data

Events
Control
Sensing
Operators
More Blocks

```

when clicked
  show
  wait until touching Sprite1
  change score by 10
  hide

  move 10 steps
  turn 15 degrees
  turn 15 degrees

  point in direction 90
  point towards mouse-pointer

  go to x: 2 y: -131
  go to mouse-pointer
  glide 1 secs to x: 2 y: -131

  change x by 10
  set x to 0
  change y by 10
  set y to 0

  if on edge, bounce

  set rotation style left-right

  x position
  
```