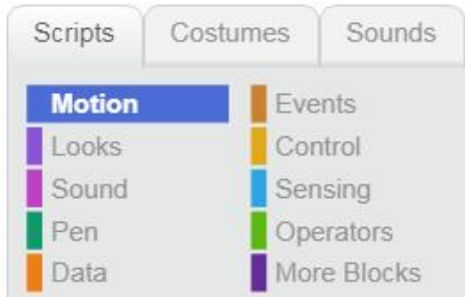
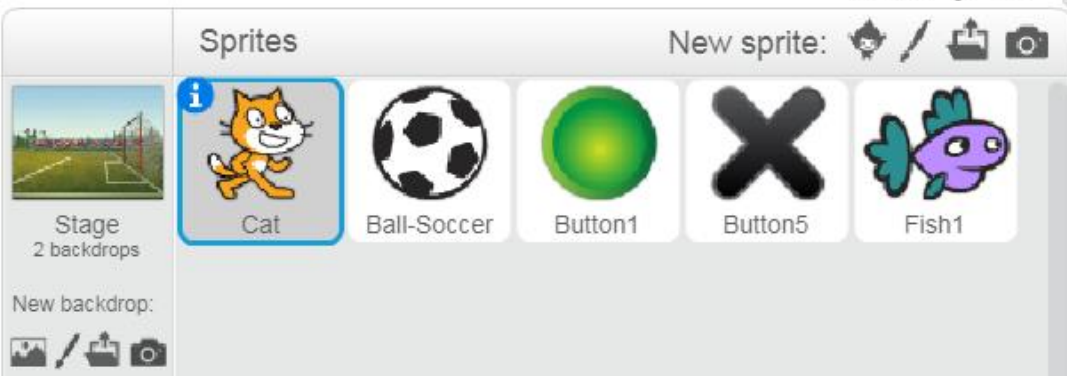


FishBall

There is no code on button one and button 5



```
move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards mouse-pointer

go to x: -94 y: -86
go to mouse-pointer
glide 1 secs to x: -94 y: -86

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

```
when clicked
forever
  go to mouse-pointer

when clicked
set time to 30
repeat 30
  wait 1 secs
  change time by -1
stop all
```



Sprites

New sprite:

Stage: 2 backdrops

New backdrop:

Sprite list: Cat, Ball-Soccer, Button1, Button5, Fish1

Scripts | **Costumes** | **Sounds**

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards mouse-pointer
- go to x: -171 y: -147
- go to mouse-pointer
- glide 1 secs to x: -171 y: -147
- change x by 10
- set x to 0
- change y by 10
- set y to 0
- if on edge, bounce

Events

- when green flag clicked

Control

- forever

Sensing

- if touching Cat?
- if touching Fish1?
- if touching Button1?

Operators

- play sound pop
- point towards Cat
- turn 180 degrees
- move 10 steps
- play sound pop
- point towards Fish1
- turn 180 degrees
- move 10 steps
- play sound rattle
- change score by 1
- wait 1 secs
- go to Button5

More Blocks

- set score to 0
- go to Button5

when green flag clicked

- set score to 0
- go to Button5
- forever
 - move 10 steps
 - if on edge, bounce
 - if touching Cat? then
 - play sound pop
 - point towards Cat
 - turn 180 degrees
 - move 10 steps
 - if touching Fish1? then
 - play sound pop
 - point towards Fish1
 - turn 180 degrees
 - move 10 steps
 - if touching Button1? then
 - play sound rattle
 - change score by 1
 - wait 1 secs
 - go to Button5

