

PÂINE – SCRATCH
CLASA a VII-a

The image shows a Scratch script for a game mechanic. The script starts with a 'when clicked' event block. It then sets a variable named 'puncte' (points) to 0. Next, it moves the sprite to the coordinates (155, 90). A 'repeat forever' loop follows, containing three main actions: 1. A 'glide 1 seconds to random position' block. 2. A 'if touches Bowl?' block that, if true, increases the 'puncte' variable by 20. 3. A 'if touches Personaj1?' block that, if true, decreases the 'puncte' variable by 20. The loop repeats these actions indefinitely.

```
when clicked on the green flag  
set puncte to 0  
move to x: 155 y: 90  
repeat forever  
  glide 1 seconds to random position  
  if touches Bowl? then  
    modify puncte by 20  
  if touches Personaj1? then  
    modify puncte by -20
```

This block is a faded version of the Scratch script shown above, containing the same sequence of blocks: 'when clicked', 'set puncte to 0', 'move to x: 155 y: 90', and a 'repeat forever' loop with 'glide 1 seconds to random position', 'if touches Bowl? then modify puncte by 20', and 'if touches Personaj1? then modify puncte by -20'.