

Ανάπτυξη Παιχνιδιού στο SCRATCH

Τίτλος παιχνιδιού: Ψάρια



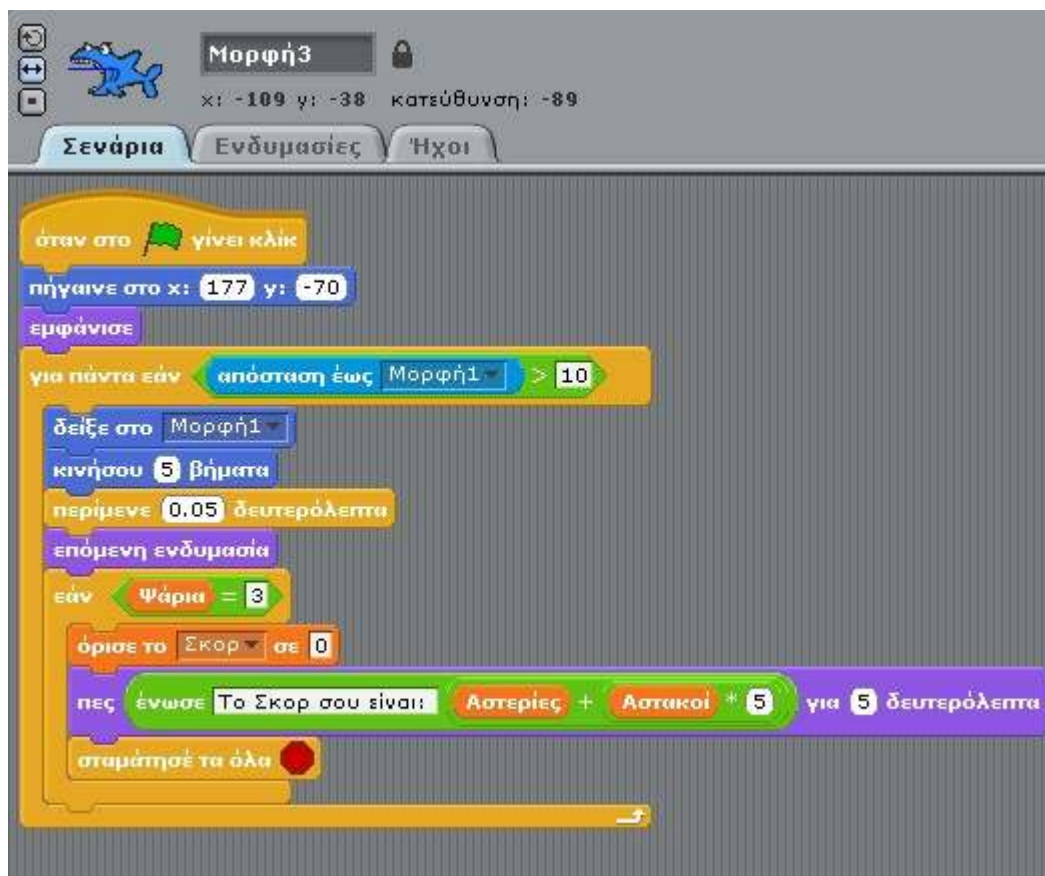
The image shows a Scratch script for a fish character named "Μορφή1". The character's current position is x: -200, y: 0, and its heading is 90 degrees. The script is organized into four main sections:

- Up Arrow Click:** When the up arrow key is clicked, the fish's heading is set to 0, it moves 10 steps up, and the next costume is shown. If it reaches the top boundary, it bounces back.
- Down Arrow Click:** When the down arrow key is clicked, the fish's heading is set to 180, it moves 10 steps down, and the next costume is shown. If it reaches the bottom boundary, it bounces back.
- Right Arrow Click:** When the right arrow key is clicked, the fish's heading is set to 90, it moves 10 steps right, and the next costume is shown. If it reaches the right boundary, it bounces back.
- Left Arrow Click:** When the left arrow key is clicked, the fish's heading is set to -90, it moves 10 steps left, and the next costume is shown. If it reaches the left boundary, it bounces back.

At the bottom, there is a "when green flag clicked" event that sets the fish's position to x: -200, y: 0, shows it, and sets the "Ψάρια" variable to 0. A "forever loop" is triggered when the "Ψάρια" variable reaches 3. Inside the loop, the "Ψάρια" variable is decreased by 1, the fish is hidden, it waits for 1 second, it is moved back to x: -200, y: 0, and then shown again.







Μορφή3 

x: 167 y: -61 κατεύθυνση: -89

Σενάρια Ενδυμασίες Ήχοι

Νέα ενδυμασία: Ζωγραφική Εισαγωγή Κάμερα

1  shark1-a
180x122 4 KB
Διόρθωσε Ανηγραφή X

2  shark1-b
179x117 5 KB
Διόρθωσε Ανηγραφή X

3  shark1-c
179x117 5 KB
Διόρθωσε Ανηγραφή X