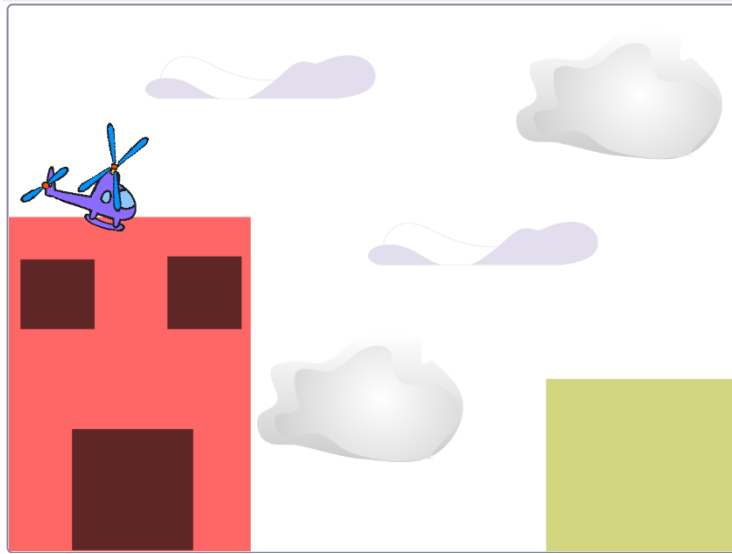


Παιχνίδι με Ελικόπτερο στο Scratch



Κώδικας Ελικοπτήρου

The code is organized into three main sections: initialization, movement controls, and game logic.

- Initialization:** Triggered by a green flag click, it sets the helicopter's position to x: -190, y: 67.
- Movement Controls:** Three event blocks (when a key is pressed) control movement:
 - Up Arrow:** Decreases y by 3.
 - Down Arrow:** Increases y by 3.
 - Right Arrow:** Decreases x by 3.
- Game Logic:** A loop that checks for color clicks:
 - Red Click:** Stops all sounds, plays a sound effect, and decreases y by 1.
 - Green Click:** Displays a "Game Over" message for 2 seconds.
 - Grey or White Click:** Resets the position to x: -190, y: 67 and plays a "Game Start" sound effect for 2 seconds.

Κώδικας για σύννεφα

