

Scratch Project (CatchTheBall-2players)



when green flag clicked

set rotation style to left-right

forever

- move 10 steps
- if on edge, bounce
- turn (4 1) degrees

Ball-Soccer

This is a script for the "Ball-Soccer" sprite. It starts when the green flag is clicked, sets the rotation style to "left-right", and enters a forever loop. Inside the loop, it moves 10 steps, bounces if it hits the edge, and turns 1 degree clockwise.

when green flag clicked

set Goals to 0

set rotation style to left-right

repeat until Goals = 10 or Goals2 = 10

- move 10 steps
- if on edge, bounce
- turn (4 1) degrees
- if touching Ball-Soccer then

 - say Goal!!!!!! for 0.5 secs
 - change Goals by 1

if Goals = 10 then

say WINNER!!!!!! for 100 secs

Sprite1

This is a script for "Sprite1" (the orange dog). It starts when the green flag is clicked, initializes "Goals" to 0, and enters a repeat loop until either "Goals" or "Goals2" reaches 10. Inside the loop, it moves 10 steps, bounces if needed, and turns 1 degree clockwise. If it touches the "Ball-Soccer" sprite, it says "Goal!!!!!!" for 0.5 seconds and increments "Goals" by 1. After the loop ends, if "Goals" is 10, it says "WINNER!!!!!!" for 100 seconds.

when green flag clicked

set Goals2 to 0

set rotation style to left-right

repeat until Goals = 10 or Goals2 = 10

- move 10 steps
- if on edge, bounce
- turn (4 1) degrees
- if touching Ball-Soccer then

 - say Goal!!!!!! for 0.5 secs
 - change Goals2 by 1

if Goals2 = 10 then

say WINNER!!!!!! for 100 secs

Dog2

This is a script for "Dog2" (the blue dog). It is identical to the "Sprite1" script, except it uses "Goals2" instead of "Goals" and has a different sprite icon.