CoderDojoSushi Edition

SCRATCH WASABI

developed by @ginglexia

```
when up arrow key pressed
change y by 10
```

```
when down arrow key pressed
change y by -10
```
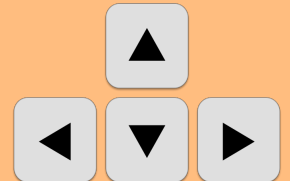
```
when right arrow key pressed
point in direction 90
move 10 steps
```

```
when left arrow key pressed
point in direction -90
move 10 steps
```

USING KEYS

▲
◀ ▼ ▶

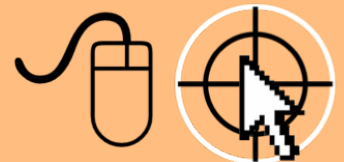# CoderDojoSushi Edition

Edition

SCRATCH WASABI

developed by @ginglexia

CHASING MOUSE

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MOVE ME!...

```
when [green flag] clicked
forever
    go to x: mouse x y: mouse y
```

ON
MOUSE

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Edition

SCRATCH
WASABI

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fish
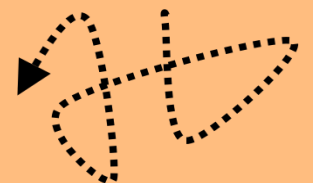
```
when [green flag] clicked
forever
    move 20 steps
    turn ↻ pick random 1 to 10 degrees
    wait 0.1 secs
    if on edge, bounce
    turn ↻ pick random 1 to 10 degrees
```
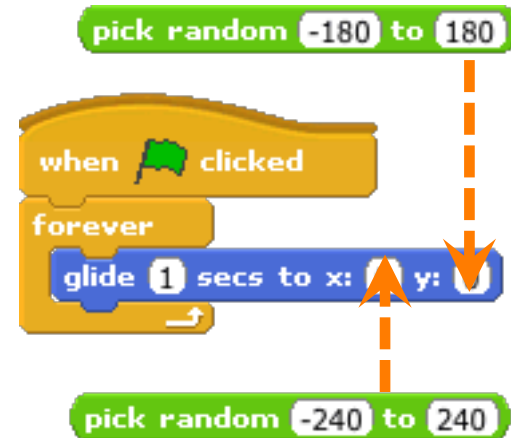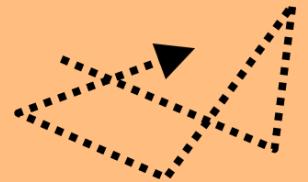
RANDOM TURNS

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Edition

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ghost

pick random -180 to 180

when 🚩 clicked

forever

glide 1 secs to x: y:

pick random -240 to 240

RANDOM GLIDE

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Edition

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shark

```
when 🚩 clicked
forever
    point towards fish ▾
    move 5 steps
```

CHASING SPRITE

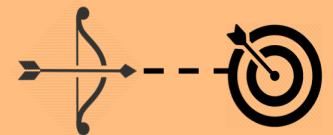CoderDojoSushi Edition

SCRATCH WASABI

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wizard

```
when [green flag] clicked
go to x: -150 y: 0
```

```
when space key pressed
broadcast fire and wait
```

SHOOTING

CoderDojoSushi
Edition

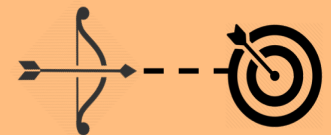SCRATCH
WASABI

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ball

```
when [flag] clicked
go to front
go back 1 layers
hide
```

```
when I receive fire ▼
go to wizard ▼
change x by 50
change y by 15
show
repeat until ( x position > 220 )
    change x by 20
hide
```

```
when I receive hit ▼
hide
```

SHOOTING

CoderDojo Sushi Edition

SCRATCH WASABI

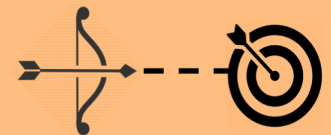developed by @ginglexia

ghoul

```
when [flag] clicked
switch to costume ghoul1-a
show
forever
  if < touching ball ? >
    switch to costume ghoul1-b
    broadcast hit
    say Hit! for 1 secs
    hide
    wait 1 secs
    switch to costume ghoul1-a
    show
```

```
when [flag] clicked
forever
  glide 1 secs to x: 160 y: pick random -180 to 180
```

SHOOTING

CoderDojoSushi Edition
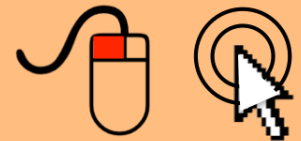
SCRATCH WASABI

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pick random -180 to 180

when 🚩 clicked
forever
glide 1 secs to x: _ y: _

pick random -240 to 240

ghost

when 🚩 clicked
go to front
forever
    go to x: mouse x y: mouse y
    if mouse down? and touching ghost ?
        say Hit! for 0.5 secs
    if mouse down? and not touching ghost ?
        say Miss! for 0.5 secs

target

CLICKING

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Edition

SCRATCH
WASABI

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```
when [green flag] clicked
show
forever
    move 20 steps
    wait 0.5 secs
    turn ↻ pick random 1 to 10 degrees
    if on edge, bounce
    turn ↻ pick random 1 to 10 degrees
    if < touching Shark ? >
        broadcast got_me
        hide
        wait 1 secs
        go to x: ( ) y: ( )
        show
```

pick random -240 to 240

pick random -180 to 180

fish

CHASING

CoderDojoSushi Edition

SCRATCH WASABI
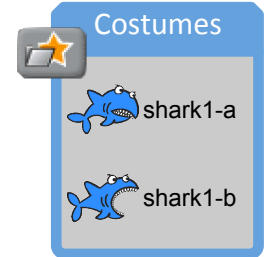
developed by @ginglexia

```
when I receive got_me
repeat 2
    switch to costume shark1-b
    wait 0.1 secs
    switch to costume shark1-a
```

shark

Costumes

shark1-a
shark1-b

```
when [green flag] clicked
show
switch to costume shark1-a
forever if distance to mouse-pointer > 10
    point towards mouse-pointer
    move 5 steps
```

CHASING

CoderDojoSushi
Edition

SCRATCH
WASABI

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when 🚩 **clicked**
hide

when I receive end_game
show
stop all ⬣

GameOver

Variables
Time

when 🚩 **clicked**
set Time to 30
repeat until (Time = 0)
  wait 1 secs
  change Time by -1
broadcast end_game

Stage

COUNTDOWN (30-0)

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SCRATCH WASABI

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```
when [green flag] clicked
hide

when I receive [end_game]
show
stop all
```

GameOver

Variables
Time

```
when [green flag] clicked
set [Time] to 0
repeat until <Time = 30>
  wait 1 secs
  change [Time] by 1
broadcast [end_game]
```

Stage

COUNTUP (0-30)

3, 2, 1!...

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Edition

SCRATCH
WASABI

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when 🚩 clicked
go to x: 0 y: 0
hide

when I receive waiting ▼
show
next costume

Spinner

Costumes

when I receive ready to play ▼
hide
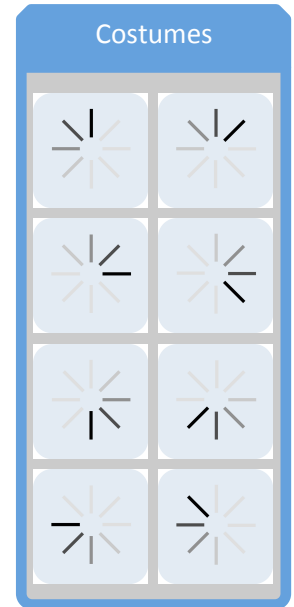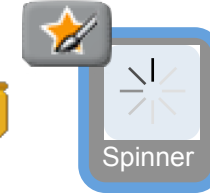
when 🚩 clicked
repeat 80
  broadcast waiting ▼
broadcast ready to play ▼

Stage

WAITING

CoderDojoSushi Edition
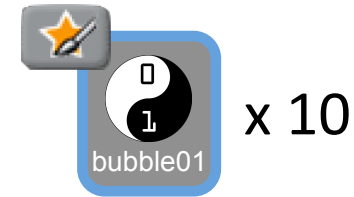
SCRATCH WASABI

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bubble01 x 10

```
when [green flag] clicked
forever
    clear graphic effects
    set x_position to pick random -225 to 225
    go to x: x_position y: -225
    go to front
    set layer to pick random 0 to 9
    go back layer layers
    set size to 100 - layer * 10 %
    change ghost effect by layer * 5
    show
    glide pick random 3 + layer to 12 + layer secs to x: x_position y: 180
    repeat 10
        change ghost effect by 10
    hide
```

Variables
- layer
- x_position

BUBBLING UP

▲ 👓 ▼

plane01 x 6

```
when [green flag] clicked
forever
    clear graphic effects
    go to front
    set [layer v] to (pick random (0) to (9))
    set [y_position v] to ((-80) + ((layer) * (20)))
    go to x: (-255) y: (y_position)
    go back (layer) layers
    set size to ((100) - ((layer) * (10))) %
    change [brightness v] effect by ((layer) * (-5))
    show
    glide ((3) + (layer)) secs to x: (255) y: (y_position)
    hide
```

Variables
- layer
- y_position

FLYING ACROSS

CoderDojoSushi
Edition

SCRATCH WASABI

```
when [green flag] clicked
go to x: -150 y: 0
broadcast play
```
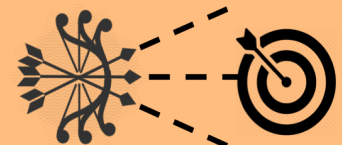
```
when space key pressed
broadcast fire and wait
```

```
when left arrow key pressed
turn ↺ 15 degrees
```

```
when right arrow key pressed
turn ↻ 15 degrees
```

boy

POINT AND SHOOT

CALLING ALL NINJAS!...

CoderDojo**Sushi**
Edition
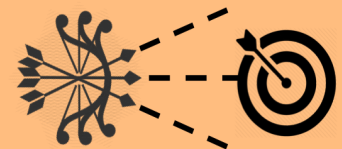
SCRATCH
WASABI

developed by @ginglexia

```
when I receive play
go to front
go back 1 layers
hide
```

bananas

```
when I receive fire
go to boy
point in direction (direction of boy)
show
repeat until <touching edge ?>
    move 10 steps
hide
```

```
when I receive hit
hide
```

POINT AND SHOOT

CoderDojoSushi Edition

SCRATCH WASABI

developed by @ginglexia

CALLING ALL NINJAS!...

monkey

```
when I receive play ▾
forever
    glide 1 secs to x: 160 y: pick random -180 to 180
```

```
when I receive play ▾
forever
    if  touching bananas ▾ ?
        broadcast hit ▾
        say Yum! for 1 secs
```

POINT AND SHOOT