

Script for sprite UP

The image shows the Scratch IDE interface for a project titled "UpDuckMotorLaunch 2- Scratch". The main workspace displays a script for a sprite named "UP".

Script for sprite UP:

- when green flag clicked** (Event block)
 - go to x: -159 y: 118** (Motion block)
 - Puts Up in start location** (Text block)
- when UP clicked** (Event block)
 - motor direction: this way** (Motion block)
 - motor power: 100** (Motion block)
 - motor on** (Motion block)
 - broadcast Launch and stop** (Control block)

Stage Content:

- Text: **UP** (red)
- Text: **Click the duck to stop the motor and lower the duck.** (red)
- Text: **Thank you!** (white, in a speech bubble from the duck)
- Text: **Click the green flag. Click Up to start the motor to launch the duck** (blue)
- Text: **Down** (blue)
- Text: **Duck** (orange)
- Image: A duck with a speech bubble.

Sprite List:

- Duck
- UP** (selected)
- Down
- Sprite4
- Sprite5
- Sprite6

Stage:

- Stage

System Information:

- Time: 7:11 PM
- Date: 7/30/2014

Script for sprite Down

The image shows the Scratch IDE interface with a script for a sprite named 'Down'. The script is as follows:

```
when clicked  
  go to x: 137 y: -85  
  Puts Down in its place on stage  
  
when I receive down  
  wait 0.5 secs  
  motor on  
  motor direction that way  
  motor power 100  
  motor on for 3 secs  
  motor off  
  broadcast rescued
```

Two yellow callout boxes provide additional information:

- One box points to the 'go to x: 137 y: -85' block, stating: "Puts Down in its place on stage".
- Another box points to the 'when I receive down' block, stating: "When it receives broadcast down from the Duck-chicken: motor on motor direction that way power 100 duration 3 seconds motor off send broadcast rescued".

The game window on the right, titled 'UpDuckMotorLaunch 2', displays the following text and graphics:

- Red text: "UP"
- Red text: "Click the duck to stop the motor and lower the duck."
- White speech bubble: "Thank you!"
- Blue text: "Click the green flag. Click Up to start the motor to launch the duck"
- A duck character with a speech bubble saying "Thank you!".
- Blue text: "Down"
- Orange text: "Duck"
- Coordinates: x: -409 y: -177

At the bottom of the game window, there is a 'New sprite:' section with icons for 'Duck', 'Up', 'Down', 'Sprite4', 'Sprite5', and 'Sprite6'. The 'Down' icon is currently selected.

Duck-Chicken script

The screenshot displays the Scratch environment for a project named "UpDuckMotorLaunch 2". The interface is divided into several sections:

- Top Bar:** Shows the Scratch logo, menu options (File, Edit, Share, Help), and window controls.
- Left Panel:** Contains category tabs (Motion, Control, Looks, Sensing, Sound, Operators, Pen, Variables) and a list of available blocks.
- Script Editor:**
 - when clicked:**
 - switch to costume (Chicken suit)
 - point in direction (90)
 - go to x: (37) y: (-19)
 - when I receive Launch and stop:**
 - repeat (12)
 - turn (90) degrees
 - change y by (15)
 - play sound (duck help)
 - switch to costume (Chicken suit)
 - say (Help! Click me to stop the motor!!!)
 - wait (3) secs
 - when Duck clicked motor off:**
 - broadcast (down)
 - when I receive rescued:**
 - switch to costume (Chicken suit)
 - glide (1) secs to x: (47) y: (-68)
 - say (Thank you!)
 - play sound (recording1)
- Stage Area:**
 - Character: A duck with a motor on its back.
 - Text: "UP Click the duck to stop the motor and lower the duck." and "Click the green flag. Click Up to start the motor to launch the duck Down Duck".
 - Speech bubble: "Thank you!"
 - Coordinates: x: -601 y: -136
 - Sprite list: Duck, Up, Down, Sprite4, Sprite5, Sprite6.