

Kids Coder Club – Practise Script

GoodGuy Exercise

Learning Area: Conditional Statements, Background, Random number, Variable, Broadcast, Initialise, List



```
when up arrow key pressed
  change y by 10
  point in direction 0
  next costume

when down arrow key pressed
  change y by -10
  point in direction 180
  next costume

when left arrow key pressed
  change x by -10
  point in direction -90
  set rotation style left-right
  next costume

when right arrow key pressed
  change x by 10
  point in direction 90
  next costume

when green flag clicked
  show
  set Lives to 5
  forever
    if touching BadGuy? then
      set fisheye effect to 100
      say item random of Things_to_Say for 1 secs
      set fisheye effect to 0
      change Lives by -1

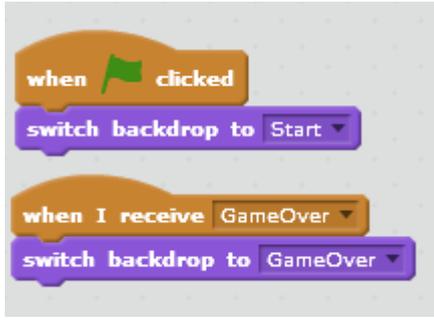
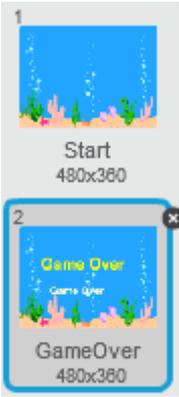
when I receive GameOver
  hide

when green flag clicked
  forever
    if Lives = 0 then
      broadcast GameOver
```



```
when green flag clicked
  show
  forever
    change x by pick random -20 to 20
    wait 0.2 secs
    change y by pick random -20 to 20
    wait 1 secs
    turn pick random -90 to 90 degrees
    if on edge, bounce

when I receive GameOver
  hide
```



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