

The variables (keep the setting on “for all sprites”)

The image shows the Scratch Scripts panel with the 'Data' category selected. The panel includes a 'Make a Variable' button, a list of variables with checkboxes, and four variable manipulation blocks for the 'hearts' variable.

Scripts Panel:

- Scripts
- Costumes
- Sounds

Category Selection:

- Motion
- Looks
- Sound
- Pen
- Data**
- Events
- Control
- Sensing
- Operators
- More Blocks

Make a Variable:

- hearts
- jumping
- points
- y velocity

Variable Manipulation Blocks:

- set hearts to 0
- change hearts by 1
- show variable hearts
- hide variable hearts

Make a List:

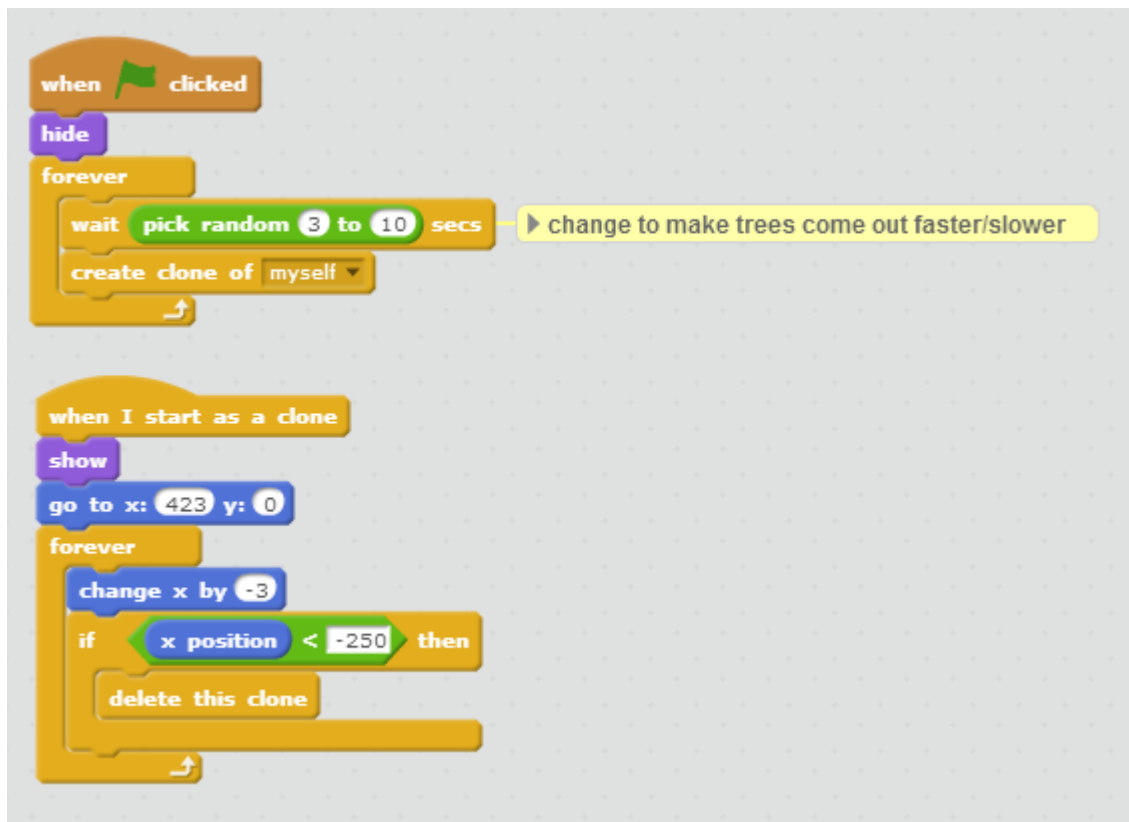
The player script

The image displays a Scratch script for a player character, organized into several functional blocks:

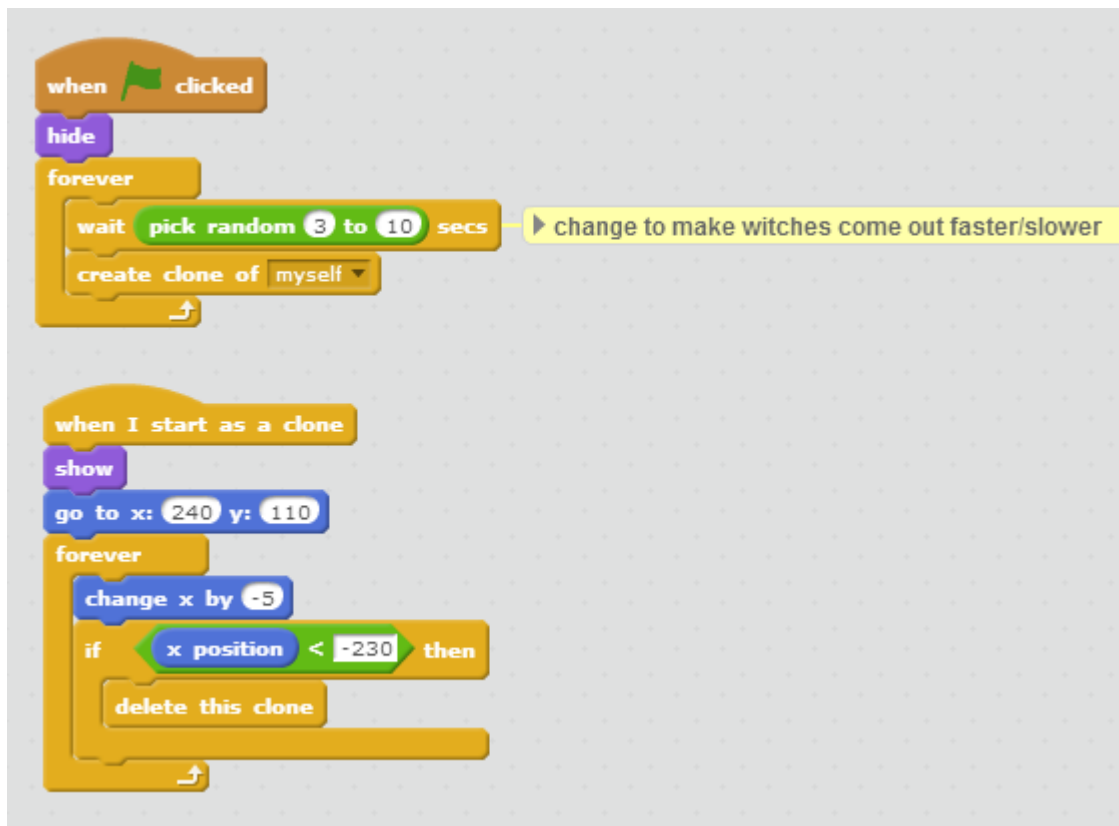
- Initialization:** A "when clicked" block sets the following variables:
 - points to 0
 - jumping to 0
 - hearts to 10
 - y velocity to 0It then uses "go to front" and "go to x: -45 y: -105" to position the player.
- Idle Animation:** A "when clicked" block labeled "run (when not jumping)" contains a "forever" loop:
 - wait 0.1 secs
 - if jumping = 0 then:
 - if costume # = 1 then:
 - switch costume to run2
 - else:
 - switch costume to run1

- Jumping and Falling:** A "when clicked" block labeled "jump and fall" contains a "forever" loop:
- if jumping > 0 then:
 - change y velocity by -0.6 (labeled "gravity")
 - change y by y velocity
 - if y position < -105 then:
 - set y to -105
 - set jumping to 0
- Health Mechanics:** A "when space key pressed" block:
- if hearts > 0 then:
 - create clone of heart
 - change hearts by -1
- Jumping Action:** A "when up arrow key pressed" block:
- if jumping < 2 then:
 - set y velocity to 15 (labeled "jump strength")
 - change jumping by 1
 - switch costume to jump

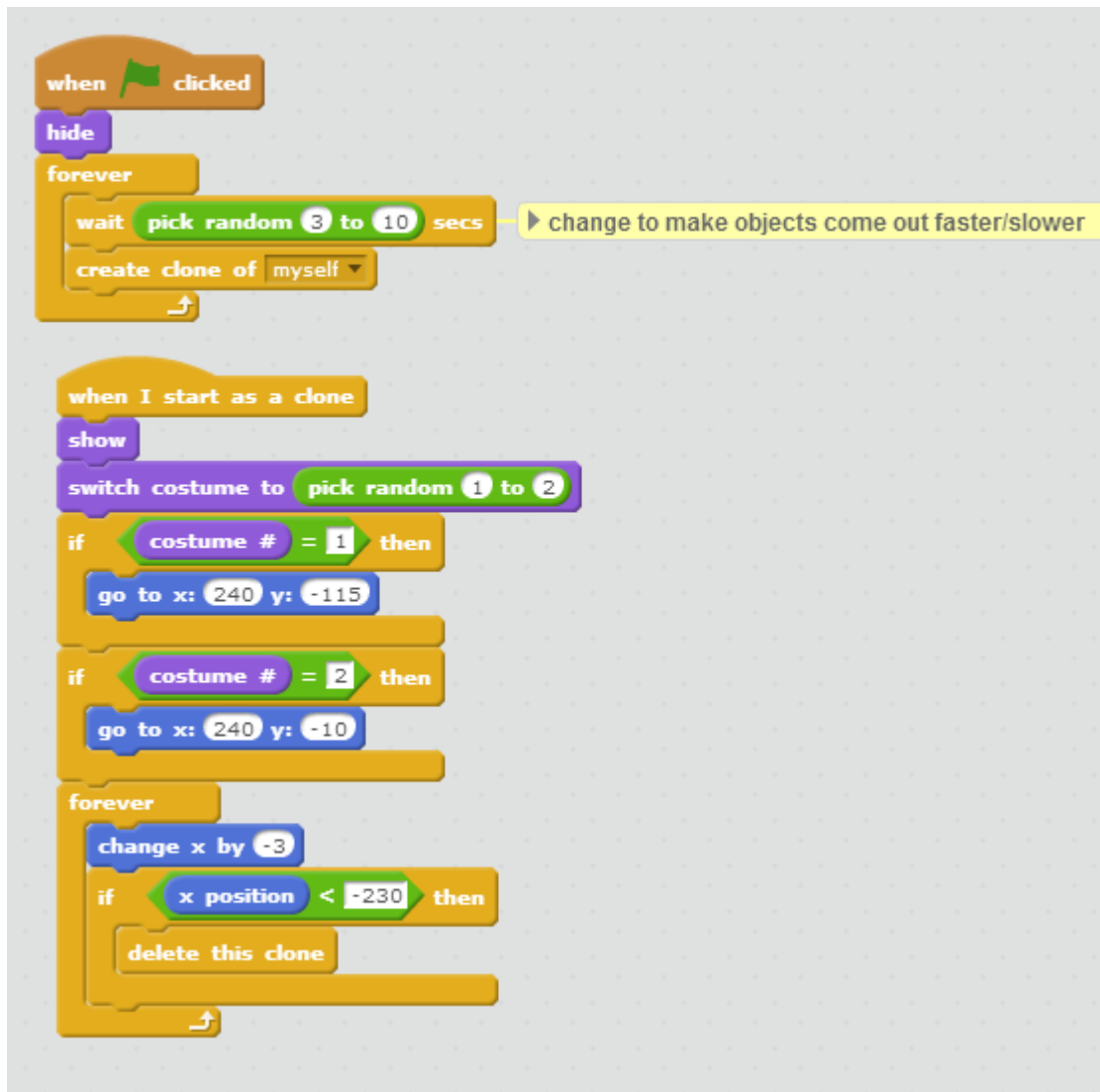
The tree script



The witch script



The objects script



The candy script



The image shows a Scratch script for a character named 'candy'. The script is divided into two main sections: one for when the character is clicked, and another for when it starts as a clone.

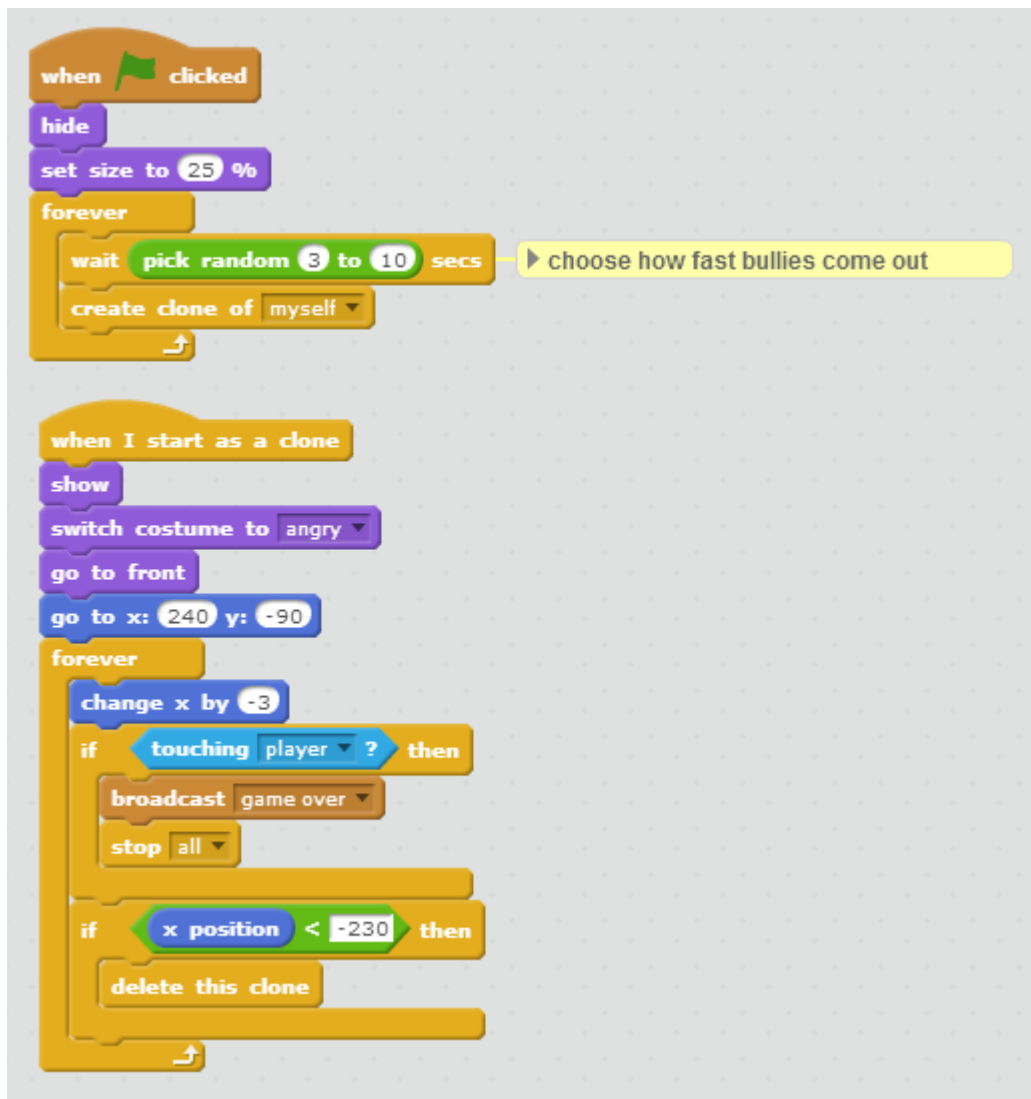
When clicked:

- when green flag clicked
- hide
- set size to 30 %
- forever loop:
 - wait pick random 3 to 10 secs (comment: change to make candy come out faster/slower)
 - switch costume to pick random 1 to 4
 - create clone of myself

When I start as a clone:

- when I start as a clone
- show
- go to front
- go to x: 240 y: pick random -94 to 126 (comment: change to pick y range of candy (how high/low they can be))
- forever loop:
 - change x by -3
 - if touching player ? then:
 - change points by 1 (comment: choose how much a candy is worth)
 - delete this clone
 - if x position < -230 then:
 - delete this clone

The bully script



The image shows a Scratch script for a character named 'The bully'. The script is divided into two main sections: one for when the green flag is clicked, and another for when the character starts as a clone.

When green flag clicked:

- hide
- set size to 25 %
- forever loop:
 - wait pick random 3 to 10 secs (commented: choose how fast bullies come out)
 - create clone of myself

When I start as a clone:

- show
- switch costume to angry
- go to front
- go to x: 240 y: -90
- forever loop:
 - change x by -3
 - if touching player ? then:
 - broadcast game over
 - stop all
 - if x position < -230 then:
 - delete this clone

The Game Over (message) script



The heart script

