



Scripts | Costumes | Sounds

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

Make a Block

TryMove 1 1

CheckGatekeeper

Add an Extension

```

when clicked
  set size to 20 %
  go to x: -219 y: 145

when up arrow key pressed
  change y by 10
  if touching color blue? then
    change y by -10
  CheckGatekeeper

when right arrow key pressed
  change x by 10
  if touching color blue? then
    change x by -10
  CheckGatekeeper

define TryMove dx dy
  change x by dx
  change y by dy

if touching color blue? then
  change x by dx * -1
  change y by dy * -1
  CheckGatekeeper

define CheckGatekeeper
  if touching Duck? then
    ask What is a male duck called? and wait
    if answer = drake then
      go to x: -166 y: -8
    else
      go to x: -221 y: -151
  if touching blue? then
  
```

x: -207
y: 144