

Backgrounds, Timer and High Score

The image displays the Scratch IDE interface. On the left, the 'Scripts' area shows three event-driven scripts:

- when green flag clicked**: switch to background Title
- when I receive Start Game**: switch to background Game
- when I receive Game Over**: switch to background Game Over, then stop all.

Below these are two loops:

- when I receive Start Game**: set Time to 0, then a forever loop containing 'wait 1 secs' and 'change Time by 1'.
- when I receive Game Over**: a forever if loop with condition 'High Score < Time' containing 'set High Score to Time'.

On the right, the 'Stage' area shows a 'Game Over' screen with a teal-to-white gradient background. It features a 'Time' display showing '9', a 'High Score' display showing '9', the text 'Game Over' in large black font, and a 'Try Again' button. The bottom of the stage shows a 'New sprite:' area with icons for Start, Parrot, and Try Again, and a 'Stage' area with a 'Game Over' sprite selected.

Start Button

The image displays the Scratch IDE interface, split into two main sections: the left pane for the 'Start' button sprite and the right pane for the 'Game Over' stage.

Left Pane (Start Button Sprite):

- Sprite Name:** Start
- Coordinates:** x: 10, y: -114, direction: 90
- Scripts:**
 - when clicked → show
 - when Start clicked → hide → broadcast Start Game
- Costumes:** (Empty)
- Sounds:** (Empty)

Right Pane (Game Over Stage):

- Background:** A teal-to-white gradient.
- Score/Time:** Time 9, High Score 9.
- Text:** Game Over
- Button:** Try Again
- Coordinates:** x: -942, y: 146
- New sprite:** Star, Folder, Question mark icons.
- Stage Objects:** Start (selected), Parrot, Ground, Try Agai..., Pipes.
- Stage Name:** Game Over

Parrot

The image shows the Scratch software interface. On the left, the 'Scripts' tab is active for a 'Parrot' sprite. The scripts are as follows:

- when clicked:** hide
- when I receive Start Game:** show, go to x: -152 y: 65, then a forever loop:
 - if mouse down?: change y by 5, point in direction 80
 - else: change y by -5, point in direction 90
- when I receive Start Game:** forever if touching Pipes?: broadcast Game Over
- when I receive Start Game:** forever if touching Ground?: broadcast Game Over
- when I receive Game Over:** hide

On the right, the stage is titled 'Game Over' with a teal background. It features a 'Try Again' button. The top right shows 'Time 9' and 'High Score 9'. The bottom right corner of the stage area shows coordinates 'x: -957 y: 155'. Below the stage is the 'New sprite' section with icons for drawing, gallery, and search. The 'Stage' area shows a 'Start' button, a 'Parrot' sprite, and a 'Try Again' button. A 'Game Over' label is visible on the left side of the stage area.

Ground

The image shows the Scratch software interface. On the left is the Scripts area for a sprite named 'Ground'. It contains three event-driven scripts:

- when clicked** (with a green flag icon) followed by a **hide** block.
- when I receive Start Game** followed by a **show** block.
- when I receive Game Over** followed by a **hide** block.

On the right is the Stage area, which displays a 'Game Over' screen. The background is a teal-to-white gradient. At the top left, a 'Time' score is shown as '9'. At the top right, a 'High Score' is also shown as '9'. The text 'Game Over' is centered in large black font. A 'Try Again' button is located in the lower right. The Stage's position is indicated as x: -842, y: 156.

At the bottom right is the Sprites area, showing a 'New sprite:' section with three icons (star, folder, question mark). Below it is a list of sprites: 'Start', 'Parrot', 'Ground' (selected with a blue border), 'Try Again...', and 'Pipes'. On the far left of this area, a 'Game Over' sprite is visible in the Stage preview.

Try Again Button

The image displays the Scratch IDE interface, split into two main sections: the Scripts area on the left and the Stage area on the right.

Scripts Area (Left):

- The selected sprite is named "Try Again" and is currently hidden. Its coordinates are x: 98, y: -110, and its direction is 90 degrees.
- The Scripts area contains three event-driven scripts:
 - Script 1:** Triggered by "when clicked", it performs the "hide" action.
 - Script 2:** Triggered by "when I receive Game Over", it performs the "show" action.
 - Script 3:** Triggered by "when Try Again clicked", it performs a "broadcast Start Game" and then "hide".

Stage Area (Right):

- The Stage background is a teal-to-white gradient.
- At the top left, there is a "Time" display showing 9.
- At the top right, there is a "High Score" display showing 9.
- In the center, the text "Game Over" is displayed in a large, bold, black font.
- Below the text, a "Try Again" button is visible.
- At the bottom right of the Stage, the coordinates x: -923 and y: 167 are shown.
- The "New sprite:" area at the bottom contains three icons: a star, a folder, and a question mark.
- The "Stage" area at the bottom lists the visible elements: "Start", "Parrot", "Ground", "Try Agai...", and "Pipes". The "Try Agai..." element is currently selected.

Pipes/ Obstacles

The image shows the Scratch interface with a code editor on the left and a stage on the right. The code editor is for a sprite named 'Pipes' with coordinates x: -130, y: -14, and direction: 90. The code includes:

- when green flag clicked: hide
- when I receive Start Game: show, set size to 200%, go to x: 240, y: 22, and a forever loop that changes x by -5 and if x position < -240, goes to x: 240, y: pick random 100 to -100.
- when I receive Game Over: hide

The stage displays a 'Game Over' screen with a teal background, 'Time 9' and 'High Score 9' indicators, and a 'Try Again' button. The stage coordinates are x: -811, y: 134. The sprite palette includes 'Start', 'Parrot', 'Ground', 'Try Agai...', and 'Pipes'.