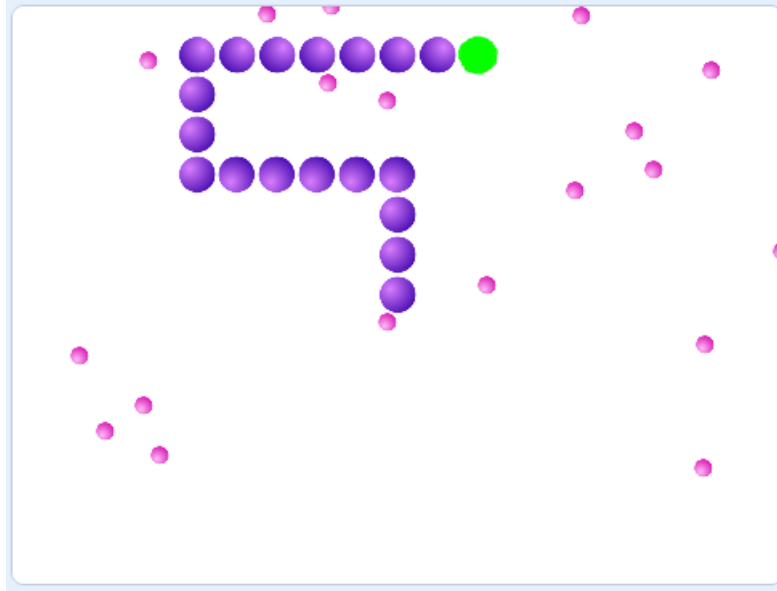


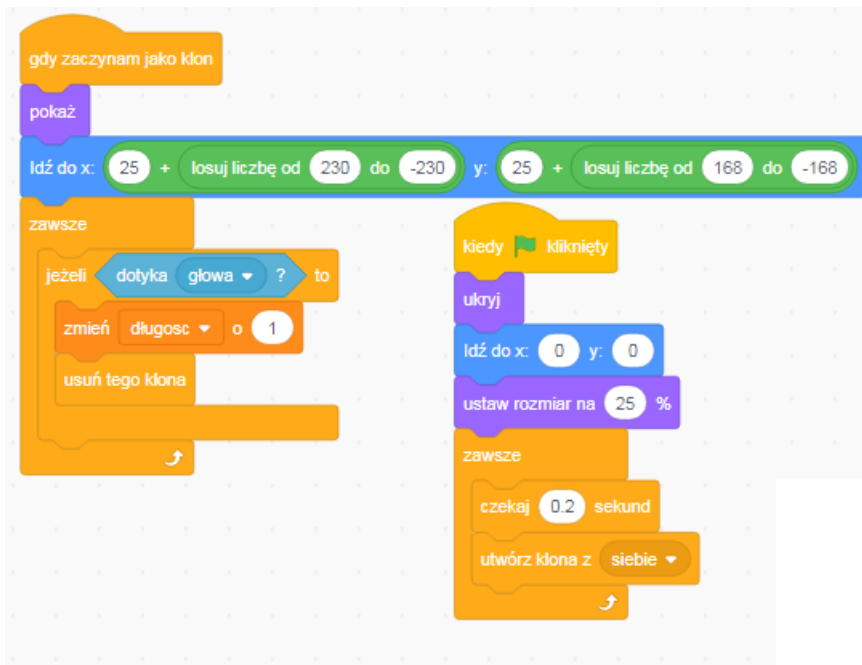
# Gra „Wąż”

Projekt przedstawia grę w klasycznego węża, gdzie gracz strzałkami kontroluje poruszanie się wężem po planszy w celu zbierania pojawiających się losowo kulek.

Projekt gry stworzył Daniel Filewicz, kl. 6a.



Skrypty dla losowo pojawiających się kulek:



# Skrypty dla węża:

This block contains three Scratch scripts for controlling a snake's movement and cloning:

- Top Left Script:** Starts with a 'when clicked' event. A 'forever' loop contains a 'key pressed: down arrow?' condition. If true, it checks 'direction = 0'. In the 'else' branch, it sets 'direction' to 180 and waits for '0.2 = length' seconds.
- Top Right Script:** Starts with a 'when clicked' event. A 'forever' loop contains a 'key pressed: right arrow?' condition. If true, it checks 'direction = -90'. In the 'else' branch, it sets 'direction' to 90 and waits for '0.2 = length' seconds.
- Bottom Left Script:** Starts with a 'when clicked' event. A 'forever' loop contains a 'key pressed: left arrow?' condition. If true, it checks 'direction = 90'. In the 'else' branch, it sets 'direction' to -90 and waits for '0.2 = length' seconds.
- Bottom Center Script:** Starts with 'when green flag clicked'. It sets 'change costume by' to 'ball-d', moves 'x' by -25, waits for '0.2 + length' seconds, and then clones itself.

This block contains four Scratch scripts for cloning and movement:

- Top Left Script:** Starts with 'when green flag clicked'. A 'forever' loop contains a 'touch color?' condition. If true, it performs 'hold everything'.
- Top Right Script:** Starts with 'when clicked'. It sets 'length' to 5, sets 'x' and 'y' to 0, sets 'size' to 50%, and sets 'direction' to 0.
- Bottom Left Script:** Starts with 'when clicked'. It waits 1 second, then enters a 'forever' loop. It waits 0.2 seconds, moves 'x' by 25, clones itself, and performs 'hold everything' if 'touch edge?' is true.
- Bottom Right Script:** Starts with a 'forever' loop. It contains a 'key pressed: up arrow?' condition. If true, it checks 'direction = 180'. In the 'else' branch, it sets 'direction' to 0 and waits for '0.2 = length' seconds.