

# Etch a sketch code

```
when clicked
  clear
  pen down

when up arrow key pressed
  point in direction 0
  move 10 steps

when left arrow key pressed
  point in direction -90
  move 10 steps

when right arrow key pressed
  point in direction 90
  move 10 steps

when down arrow key pressed
  point in direction 180
  move 10 steps
```

# Maze game code

```
when clicked
  forever
    if key left arrow pressed?
      point in direction -90
      move 5 steps
    if key right arrow pressed?
      point in direction 90
      move 5 steps
    if key up arrow pressed?
      point in direction 0
      move 5 steps
    if key down arrow pressed?
      point in direction 180
      move 5 steps
    if touching color black?
      go to x: -200 y: -140
    if touching color red?
      broadcast newlevel
      go to x: -200 y: -140
```

## Stage script

```
when I receive newlevel
  next background
```

Create different backgrounds - make the borders of the maze one colour (in this code it's black) and the goal to reach a different colour (here it is red).

# Pong code

## Ball code

```
when clicked
  forever if touching paddle?
    play sound water_drop
    point in direction 180 - direction
    move 5 steps
    turn pick random -20 to 20 degrees
```

```
when clicked
  go to x: 13 y: 157
  wait until touching color red?
  stop all
```

```
when clicked
  forever
    if on edge, bounce
    move 4 steps
```

## Paddle code

```
when clicked
  forever
    set x to mouse x
```