

Correction of project 1

Result

```
when green flag clicked
  set score player 1 to 0
  set score player 2 to 0
  hide
  forever loop
    if score player 1 = 50 or score player 1 > 50 then
      switch costume to costume 1
      show
      stop all
    if score player 2 = 50 or score player 2 > 50 then
      switch costume to costume 2
      show
      stop all
```

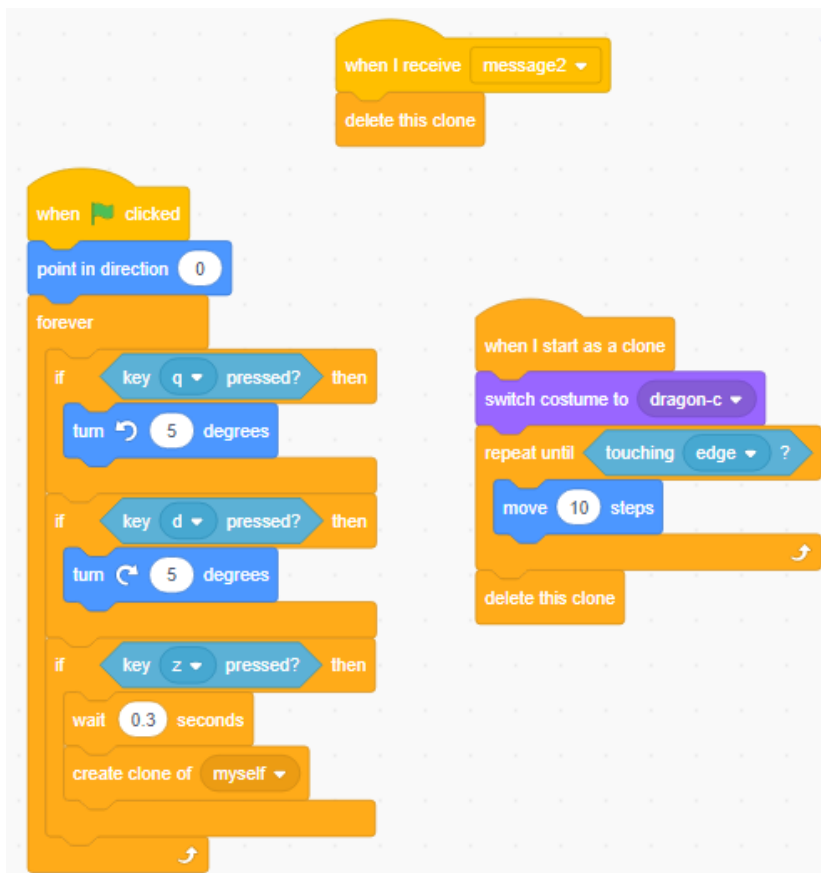
Dragon1

```
when green flag clicked
  point in direction 0
  forever loop
    if key left arrow pressed? then
      turn 5 degrees
    if key right arrow pressed? then
      turn 5 degrees
    if key space pressed? then
      wait 0.3 seconds
      create clone of myself

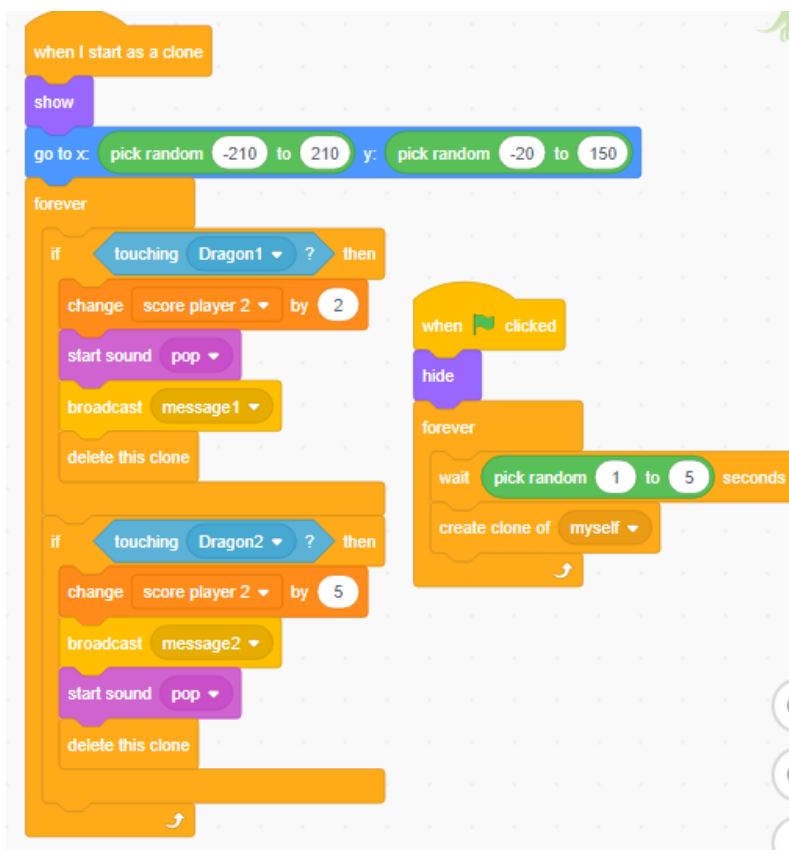
when I receive message 1
  delete this clone

when I start as a clone
  switch costume to dragon-c
  repeat until touching edge?
    move 10 steps
  delete this clone
```

Dragon2



Child1



Child2

```
when I start as a clone
  show
  go to x: pick random -210 to 210 y: pick random -20 to 150
  forever
    if touching Dragon2 ? then
      change score player1 by 2
      start sound pop
      broadcast message2
      delete this clone
    if touching Dragon1 ? then
      change score player1 by 5
      broadcast message1
      start sound pop
      delete this clone
  when clicked
    hide
    forever
      wait pick random 1 to 5 seconds
      create clone of myself
```

The image shows a Scratch script for a clone named "Child2". The script begins with a "when I start as a clone" event block, followed by a "show" block. A "go to x: pick random -210 to 210 y: pick random -20 to 150" block moves the clone to a random position. A large "forever" loop contains two "if touching" blocks. The first "if touching Dragon2 ?" block triggers a "change score player1 by 2" block, a "start sound pop" block, a "broadcast message2" block, and a "delete this clone" block. The second "if touching Dragon1 ?" block triggers a "change score player1 by 5" block, a "broadcast message1" block, a "start sound pop" block, and a "delete this clone" block. To the right of the main loop is a separate "when clicked" event block that triggers a "hide" block, followed by another "forever" loop. This second "forever" loop contains a "wait pick random 1 to 5 seconds" block and a "create clone of myself" block.