Correction of project 1

Result


```
when [flag] clicked
set [score player1 ▾] to (0)
set [score player 2 ▾] to (0)
hide
forever
  if < <(score player1) = (50)> or <(score player1) > (50)> > then
    switch costume to (costume1 ▾)
    show
    stop [all ▾]
  if < <(score player 2) = (50)> or <(score player 2) > (50)> > then
    switch costume to (costume2 ▾)
    show
    stop [all ▾]
```

Dragon1


```
when [flag] clicked
point in direction (0)
forever
  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 (message1 ▾)
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

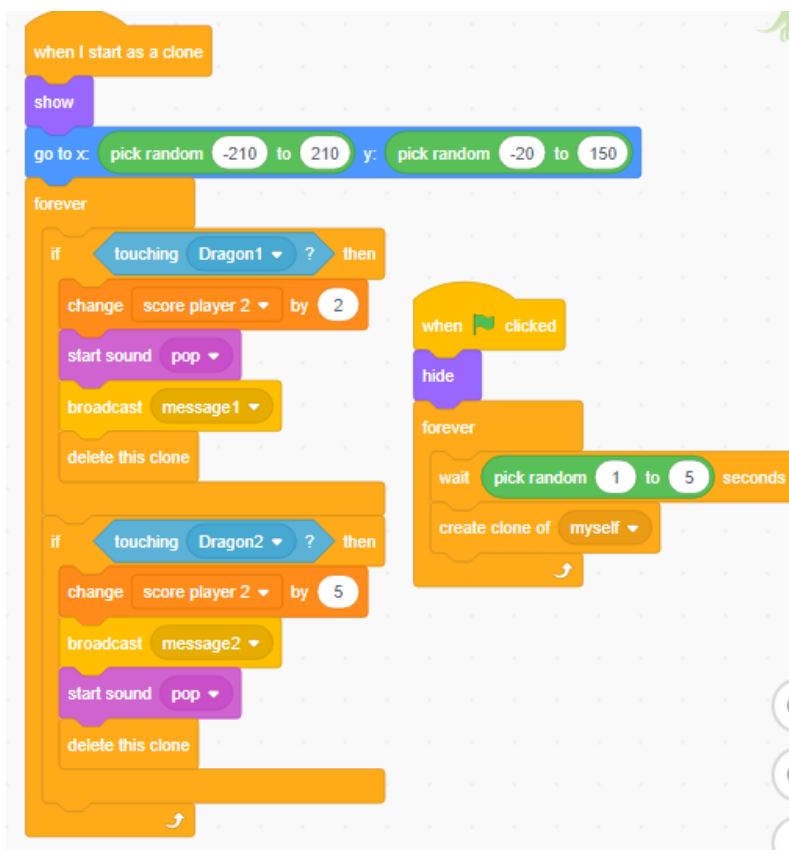```
when I receive message2 ▼
delete this clone
```

```
when 🏳 clicked
point in direction  0
forever
    if       key  q ▼  pressed?   then
        turn ↺  5  degrees
    if       key  d ▼  pressed?   then
        turn ↻  5  degrees
    if       key  z ▼  pressed?   then
        wait  0.3  seconds
        create clone of  myself ▼
```

```
when I start as a clone
switch costume to  dragon-c ▼
repeat until     touching  edge ▼  ?
    move  10  steps
delete this clone
```
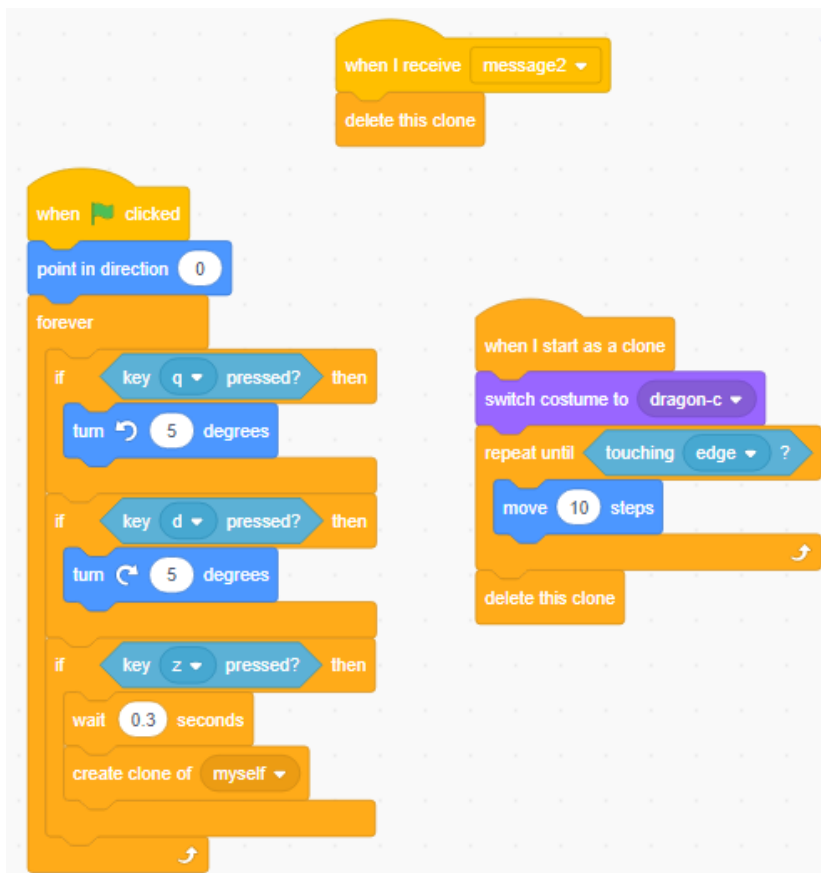
Child1

```
when I start as a clone
show
go to x:  pick random  -210  to  210   y:  pick random  -20  to  150
forever
    if     touching  Dragon1 ▼  ?   then
        change  score player 2 ▼  by  2
        start sound  pop ▼
        broadcast  message1 ▼
        delete this clone
    if     touching  Dragon2 ▼  ?   then
        change  score player 2 ▼  by  5
        broadcast  message2 ▼
        start sound  pop ▼
        delete this clone
```

```
when 🏳 clicked
hide
forever
    wait  pick random  1  to  5  seconds
    create clone of  myself ▼
```

Child2