

Dragon1

```
when clicked
  set Timep1 to 10
  hide variable Timep1
  point in direction 0
  go to x: -182 y: -115
  forever
    if key left arrow pressed? then
      turn 5 degrees
    if key right arrow pressed? then
      turn 5 degrees
    if bombsp1 > 0 then
      if key space pressed? then
        wait 0.3 seconds
        create clone of myself
        change bombsp1 by -1
    if bombsp1 = 0 then
      show variable Timep1
      repeat 10
        wait 1 seconds
        change Timep1 by -1
      set Timep1 to 10
      hide variable Timep1
      set bombsp1 to 60

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

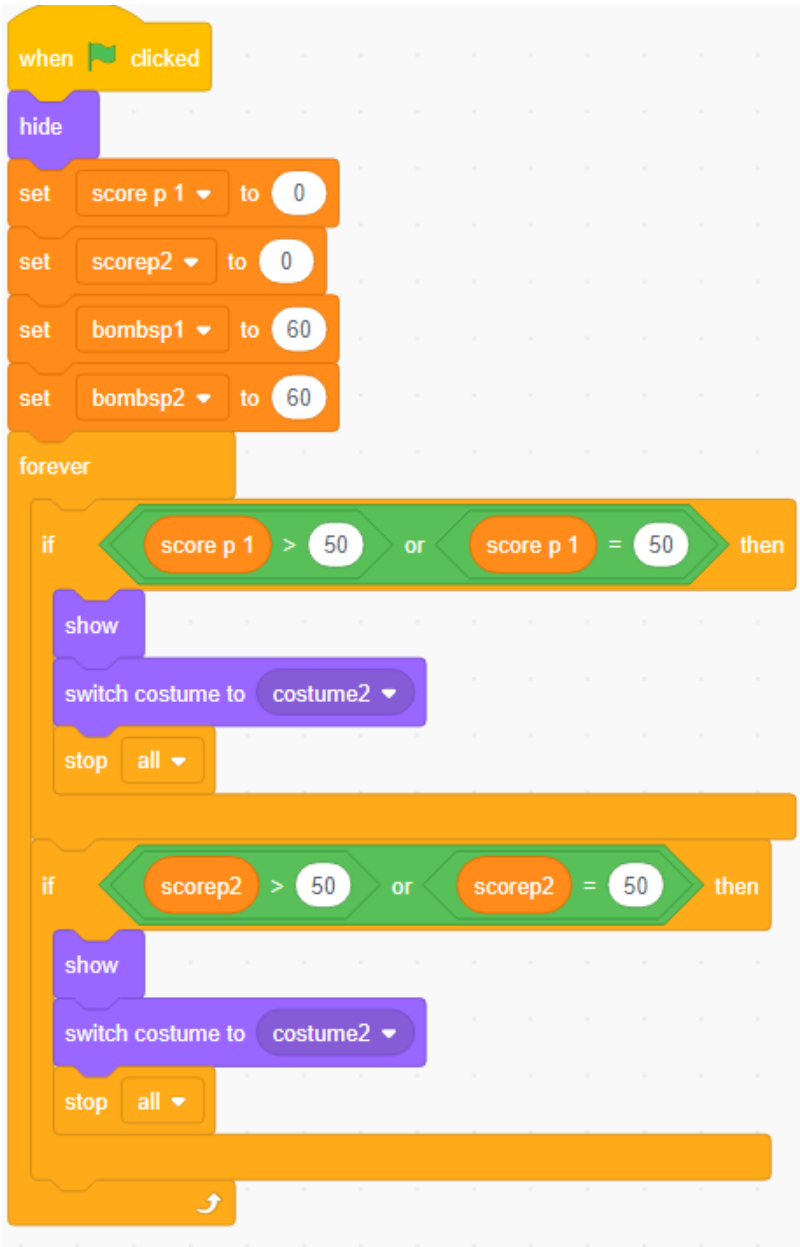
when I receive message1
  delete this clone
```

Dragon2

The image shows a Scratch script for a character named "Dragon2". The script is organized into several sections:

- When clicked:** Sets the variable "Timep2" to 10, hides it, points in direction 0, and goes to x: 142, y: -104.
- Forever loop:** Contains several conditional blocks:
 - if key q pressed?:** Turns 5 degrees.
 - if key d pressed?:** Turns 5 degrees.
 - if bombsp2 > 0:** If key z is pressed, it waits 0.3 seconds, creates a clone of itself, and decreases bombsp2 by 1.
 - if bombsp2 = 0:** Shows the variable Timep2, repeats a loop of 10 times (each iteration waiting 1 second and decreasing Timep2 by 1), then resets Timep2 to 10, hides the variable, and sets bombsp2 to 60.
- When I start as a clone:** Switches costume to "dragon-c", repeats until touching an edge (moving 10 steps each time), and then deletes this clone.
- When I receive message 1:** Deletes this clone.

Result



Child1

The code for 'Child1' is organized into two main sections:

- Initial Setup:** Triggered by a 'when clicked' event, it performs a 'hide' action followed by a 'forever' loop. This loop contains a 'wait pick random 1 to 5 seconds' block and a 'create clone of myself' block.
- Clone Behavior:** Triggered by 'when I start as a clone', it performs a 'show' action and a 'go to x: pick random -210 to 210 y: pick random 0 to 150' action. It then enters a 'forever' loop with two conditional branches:
 - Dragon 1 Interaction:** If touching 'Dragon 1', it changes 'scorep2' by 2, starts a 'Magic Spell' sound, broadcasts 'message1', and then deletes the clone.
 - Dragon 2 Interaction:** If touching 'Dragon 2', it changes 'scorep2' by 5, starts a 'Magic Spell' sound, broadcasts 'message2', and then deletes the clone.

Child2

The image displays two Scratch scripts on a grid background. The main script on the left is triggered by 'when I start as a clone' and contains the following blocks: a 'show' block, a 'go to x: pick random -210 to 210 y: pick random 0 to 150' block, a 'forever' loop containing two 'if touching' blocks. The first 'if touching Dragon 1?' block has a 'then' branch with 'change score p 1 by 5', 'start sound Magic Spell', 'broadcast message1', and 'delete this clone'. The second 'if touching Dragon 2?' block has a 'then' branch with 'change score p 1 by 2', 'start sound Magic Spell', 'broadcast message2', and 'delete this clone'. A second script on the right is triggered by 'when clicked' and contains a 'hide' block, a 'forever' loop with a 'wait pick random 1 to 5 seconds' block, and a 'create clone of myself' block.

```
when I start as a clone
show
go to x: pick random -210 to 210 y: pick random 0 to 150
forever
  if touching Dragon 1 ? then
    change score p 1 by 5
    start sound Magic Spell
    broadcast message1
    delete this clone
  if touching Dragon2 ? then
    change score p 1 by 2
    start sound Magic Spell
    broadcast message2
    delete this clone

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