

WITHOUT BROADCAST

```

when clicked
  forever
    go to x: 0 y: 0
    if clicked = yes
      glide 1 secs to x: x position of animal y: y position of animal
      wait 1 secs
      set clicked to no
  
```

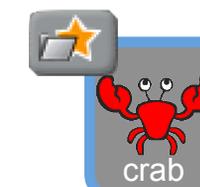
Variables

- animal
- clicked

x 5



014

| | | | | |
|---|--|---|---|---|
|  cat |  parrot |  bee |  crab |  dog |
| go to x: 0 y: 0 | go to x: 150 y: 70 | go to x: 150 y: -70 | go to x: -150 y: 70 | go to x: -150 y: -70 |
| set animal to cat | set animal to parrot | set animal to bee | set animal to crab | set animal to dog |

WITH BROADCAST

```

when I receive reset
  go to x: 0 y: 0

when [sprite name] clicked
  set animal to [sprite name]
  broadcast go to animal and wait
  wait 1 secs
  broadcast reset

when I receive go to animal
  glide 1 secs to x: x position of animal y: y position of animal
  
```

Variables

- animal

x 5



015

POINT AND SHOOT

SHOOTER



```

when clicked
  go to x: -150 y: 0
  broadcast play

when space key pressed
  broadcast fire and wait

when left arrow key pressed
  turn 15 degrees

when right arrow key pressed
  turn 15 degrees
  
```

MISSILE



```

when I receive play
  go to front
  go back 1 layers
  hide

when I receive fire
  go to boy
  point in direction direction of boy
  show
  repeat until touching edge ?
    move 10 steps
  hide

when I receive hit
  hide
  
```

TARGET



```

when I receive play
  forever
    glide 1 secs to x: 160 y: pick random -180 to 180

when I receive play
  forever
    if touching bananas ?
      broadcast hit
      say Yum! for 1 secs
  
```

