

WITHOUT BROADCAST

```

when green flag clicked
  forever loop
    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
  
```

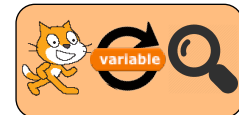
Variables

- animal
- clicked

```

when [sprite name] clicked
  set animal to [sprite name]
  set clicked to yes
  
```

x 5



014



```
go to x: 0 y: 0
```

```
set animal to cat
```



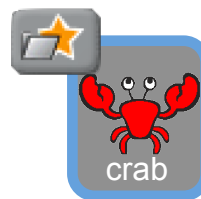
```
go to x: 150 y: 70
```

```
set animal to parrot
```



```
go to x: 150 y: -70
```

```
set animal to bee
```



```
go to x: -150 y: 70
```

```
set animal to crab
```



```
go to x: -150 y: -70
```

```
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
  
```

Variables

- animal

x 5



```

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

015



SHOOTER



```

when green flag 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
  
```

