

20.04.2020

Klasa VI B(ch)

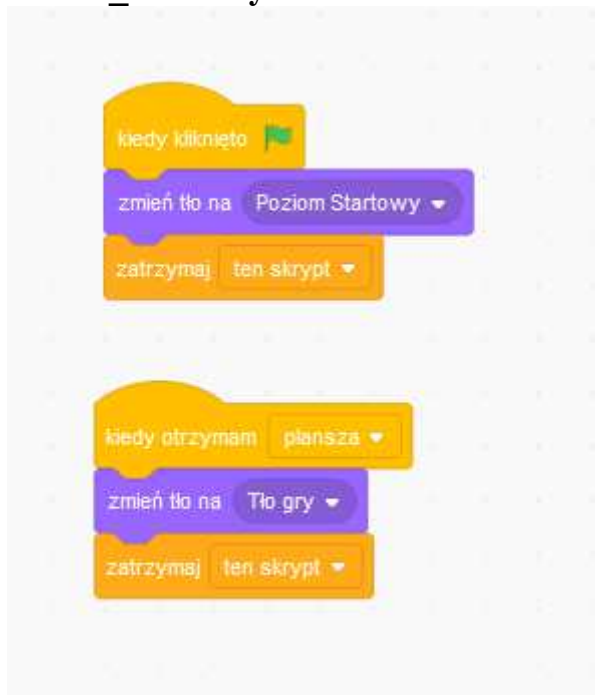
Proszę uporządkować Waszą pracę przy projekcie „Kulkoklikaczu” zgodnie z załączonymi zdjęciami.

Sprawdźcie czy skrypty do poszczególnych elementów gry są poprawne.

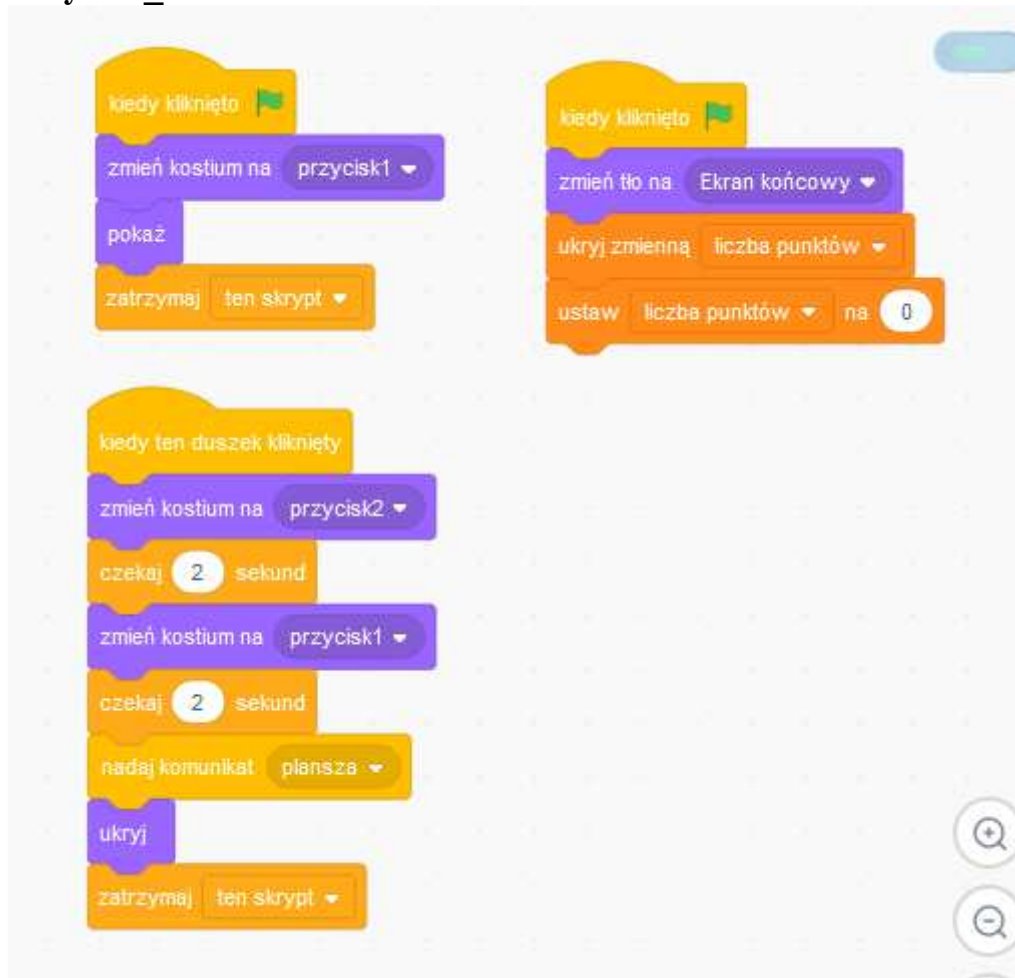
Nanieście ewentualne poprawki.

Dalsza część pracy w następnym tygodniu.

Ekran_startowy



Przycisk_Start

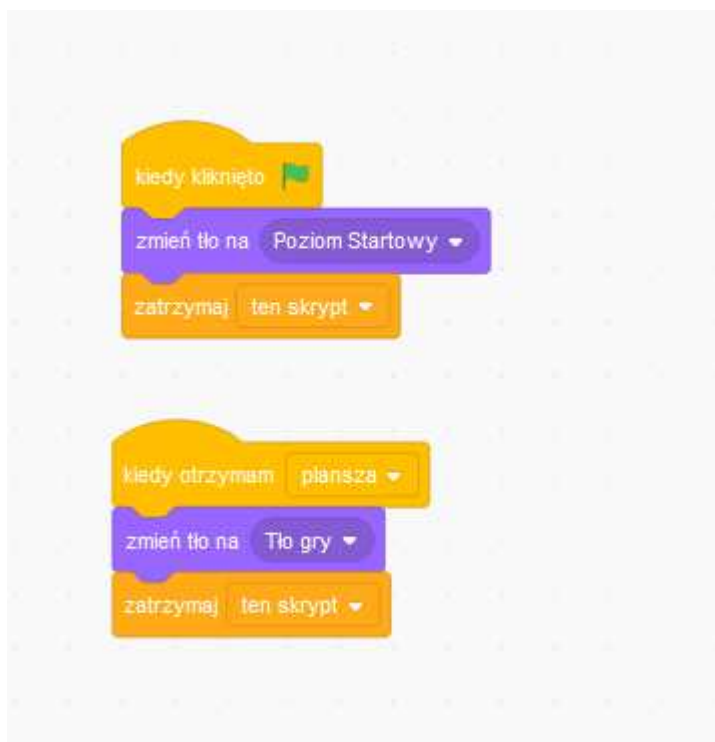


The image shows two Scratch scripts on a grid background. The top script is triggered by a 'when clicked' event and contains four blocks: 'change costume to przycisk1', 'show', and 'wait for this script to finish'. The bottom script is triggered by 'when this sprite is clicked' and contains seven blocks: 'change costume to przycisk2', 'wait 2 seconds', 'change costume to przycisk1', 'wait 2 seconds', 'send message to plansza', 'hide', and 'wait for this script to finish'. A search icon and a zoom icon are visible in the bottom right corner.

```
when clicked
  change costume to przycisk1
  show
  wait for this script to finish

when this sprite is clicked
  change costume to przycisk2
  wait 2 seconds
  change costume to przycisk1
  wait 2 seconds
  send message to plansza
  hide
  wait for this script to finish
```

Tło_gry



The image shows two Scratch scripts on a grid background. The top script is triggered by a 'when clicked' event and contains three blocks: 'change background to Poziom Startowy' and 'wait for this script to finish'. The bottom script is triggered by 'when I receive plansza' and contains three blocks: 'change background to Tło gry' and 'wait for this script to finish'.

```
when clicked
  change background to Poziom Startowy
  wait for this script to finish

when I receive plansza
  change background to Tło gry
  wait for this script to finish
```