



+

MISS SIRILUCK LEARTHIRUNSAP



Sound

- play sound Meow until done
- start sound Meow
- stop all sounds
- change pitch effect by 10
- set pitch effect to 100
- clear sound effects
- change volume by -10
- set volume to 100 %
- volume

Events

- when clicked
- when space key pressed
- when this sprite clicked
- when backdrop switches to backdrop1
- when loudness > 10
- when I receive swoosh
- broadcast swoosh

ตั้งค่า cat กระโดด
และความเร็ว

```

when up arrow key pressed
if y position = -130 then
  set cat falling speed to 20
  change y by cat falling speed

```

```

when clicked
forever
  if key left arrow pressed? then
    point in direction -90
    move 10 steps
    next costume
  if key right arrow pressed? then
    point in direction 90
    move 10 steps
    next costume
  if y position < -129 then
    set y to -130
    set cat falling speed to 0
  else
    change cat falling speed by -2
  change y by cat falling speed

```

Score 1

Sprite: Cat

x: -161 y: -130

Show: [] []

Size: 100 Direction: 90

Backdrops: 1

ตั้งค่า cat ซ้ายและขวา
ทิศทาง ความเร็ว สร้าง
เงื่อนไขเพิ่มความเร็ว

ตั้งค่าเคาะspace ลูกบาสเต็งออกมา

Sound

- play sound pop until done
- start sound pop
- stop all sounds
- change pitch effect by 10
- set pitch effect to 100
- clear sound effects
- change volume by -10
- set volume to 100 %
- volume

Events

- when clicked
- when space key pressed
- when this sprite clicked
- when backdrop switches to backdrop1
- when loudness > 10
- when I receive swoosh
- broadcast swoosh

```

when clicked
  set Score to 0
  hide

when space key pressed
  set Made basket to false
  go to Cat
  show
  set basketball falling speed to 24
  change y by basketball falling speed
  repeat until y position < -129
    change x by 8
    change y by basketball falling speed
    turn 6 degrees
    change basketball falling speed by -2
  if basketball falling speed < 0 and Made basket = false and touching Hoop center ? then
    change Score by 1
    set Made basket to true
    broadcast swoosh
  hide

```

Score 0

Sprite: Basketball x: 47 y: -132

Show: [on] [lock] Size: 100 Direction: -24


Backdrops: 1

Sprite list: Cat, Basketball, Hoop, Hoop center

ตั้งค่าห่วงให้ลอยไปแนว x ซ้ายขวา y บนลงล่าง

```
when clicked
  forever
    glide 1 secs to: pick random -240 to 240 y: pick random -50 to 180
  glide 1 secs to random position
  point in direction 90
  point towards mouse-pointer
  change x by 10
  set x to 47
  change y by 10
  set y to -132
  if on edge, bounce
  set rotation style left-right
```

Score 0



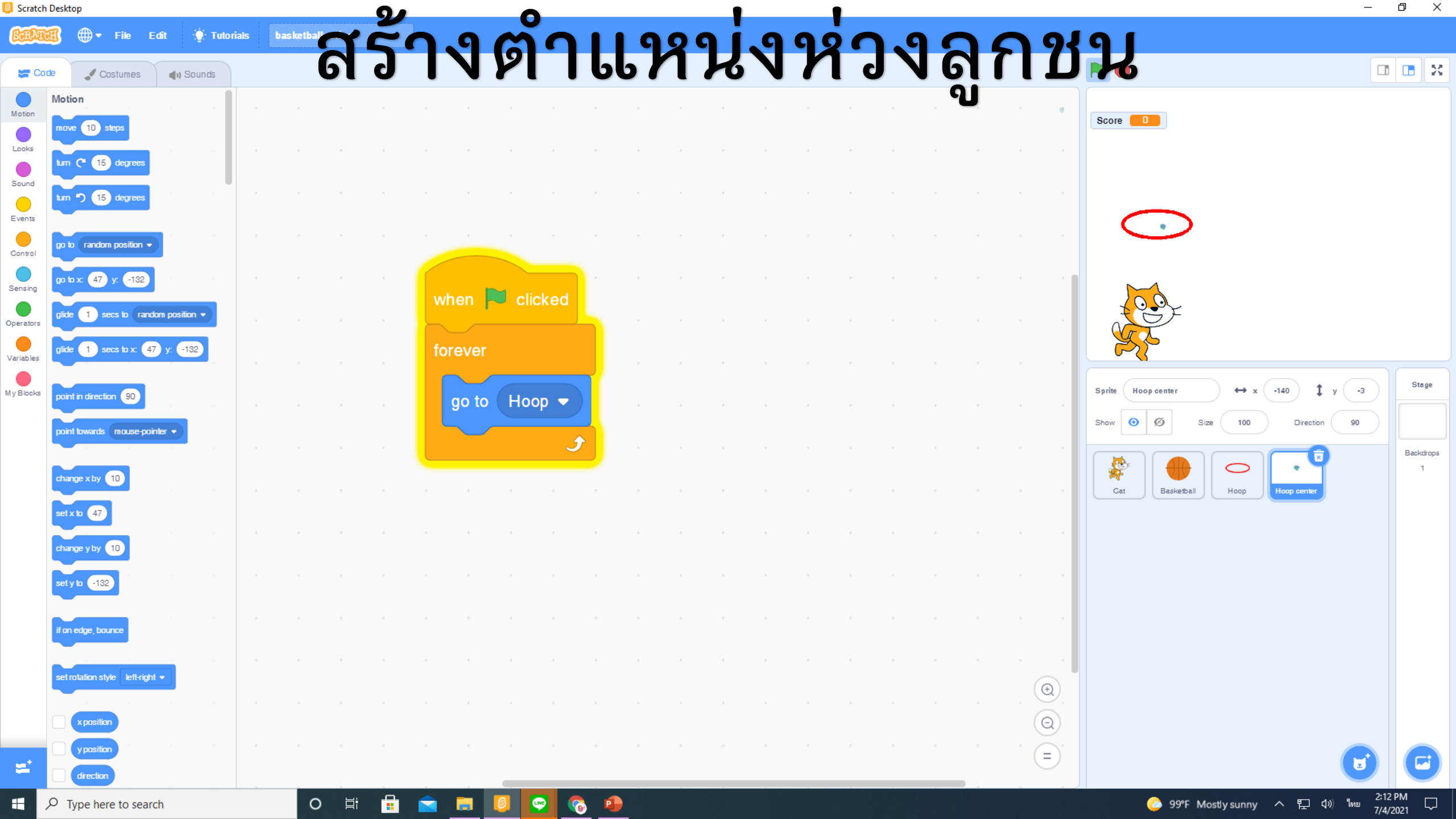
Sprite: Hoop x: 45 y: 96

Size: 100 Direction: 90

Backdrops: 1

เมื่อจุดโดนเข้ามีข้อความขึ้น

```
when I receive swoosh
  say Shoot! เข้าแล้ว! for 2 seconds
```



สร้างตำแหน่งห่วงลูกชน

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 47 y: -132
- glide 1 secs to random position
- glide 1 secs to x: 47 y: -132
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 47
- change y by 10
- set y to -132
- if on edge, bounce
- set rotation style left-right
- x position
- y position
- direction

```

when clicked
  forever loop
    go to Hoop
  
```

Score 0

Sprite: Hoop center

x: -140 y: -3

Show:

Size: 100 Direction: 90

Stage Backdrops: 1

Sprite list: Cat, Basketball, Hoop, Hoop center