



Girl

Looks

- say Hello! for 2 seconds
- say Hello!
- think Hmm... for 2 seconds
- think Hmm...
- switch costume to girl_front
- next costume
- switch backdrop to backdrop1
- next backdrop
- change size by 10
- set size to 100 %
- change color effect by 25
- set color effect to 0
- clear graphic effects
- show
- hide
- go to front layer

```

when green flag clicked
  forever loop
    switch costume to girl_back
    set moveable to 1
    play sound Squid Game Robot Song Sound Effect until done
    next costume
    wait 0.1 seconds
    next costume
    broadcast stop
    set moveable to 0
    start sound sound-2
    wait 4 seconds
  end
when I receive die
  switch costume to girl_redeye
  play sound Gun_Interior_Gun_Shots_ODY-0449-09 until done

```



Sprite: girl_front x: 0 y: 92

Show: [on] [off] Size: 100 Direction: 90

Backdrops: 3

- girl_front
- Java
- Gun
- winner
- start

Stage controls: zoom, pan, reset



Looks

- say Hello! for 2 seconds
- say Hello!
- think Hmm... for 2 seconds
- think Hmm...
- switch costume to front_0
- next costume
- switch backdrop to backdrop1
- next backdrop
- change size by 10
- set size to 100 %
- change color effect by 25
- set color effect to 0
- clear graphic effects
- show
- hide
- go to front layer

```

when left arrow key pressed
  if moveable = 0 then
    broadcast die
  change x by -10
  start sound Frozen Grass Footstep 7
  switch costume to left_1
  wait 0.1 seconds
  switch costume to left_2
  wait 0.1 seconds
  switch costume to left_0

```

```

when right arrow key pressed
  if moveable = 0 then
    broadcast die
  change x by 10
  start sound Frozen Grass Footstep 7
  switch costume to right_1
  wait 0.1 seconds
  switch costume to right_2
  wait 0.1 seconds
  switch costume to right_0

```

Java

```

when clicked
  forever
    if y position > 70 then
      broadcast win
      stop this script

```

```

when I receive die
  switch costume to dead
  stop all

```

```

when clicked
  switch costume to front_1
  go to x: pick random -180 to 180 y: -180

```



Sprite: Java x: -20 y: -130

Show: Size: 100 Direction: 90

Backdrops: 3

- girl_front
- Java
- Gun
- winner
- start



Gun ยิง

- Motion
- Looks
- Sound
- Events
- Control
- Sensing
- Operators
- Variables
- My Blocks

```

when I receive stop
  go to front layer
  show
  go to Java
  wait 4 seconds
  hide

when I receive die
  go to Java

when clicked
  hide
  
```

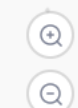


Sprite: Gun

Show:

Size: 100 Direction: 90

Backdrops: 3



Winner

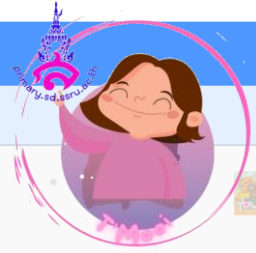
Looks

- say Hello! for 2 seconds
- say Hello!
- think Hmm... for 2 seconds
- think Hmm...
- switch costume to winner
- next costume
- switch backdrop to backdrop1
- next backdrop
- change size by 10
- set size to 100 %
- change color effect by 25
- set color effect to 0
- clear graphic effects
- show
- hide
- go to front layer

```

when clicked
hide
when I receive win
go to front layer
show
play sound MoneyJackpot PS03_67 until done
stop all

```



Sprite: winner x: 82 y: 42

Show: [play] [refresh] Size: 100 Direction: 90

Sprite list: girl_front, Java, Gun, winner, start

Backdrops: 3



Start

Looks

- say Hello! for 2 seconds
- say Hello!
- think Hmm... for 2 seconds
- think Hmm...
- switch costume to start
- next costume
- switch backdrop to backdrop1
- next backdrop
- change size by 10
- set size to 100 %
- change color effect by 25
- set color effect to 0
- clear graphic effects
- show
- hide
- go to front layer

```

when green flag clicked
  go to front layer
  show
  wait 0.8 seconds
  repeat 20
    change ghost effect by 25
  hide
  
```

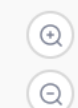


Sprite: start x: 99 y: 27

Show: [on] [off] Size: 100 Direction: 90

Backdrops: 3

- girl_front
- Java
- Gun
- winner
- start





BG จาก

Looks

- switch backdrop to Xy-grid
- switch backdrop to Xy-grid and wait
- next backdrop
- change color effect by 25
- set color effect to 0
- clear graphic effects
- backdrop number

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

```

when I receive stop
wait 2 seconds
repeat 20
  change color effect by 10
clear graphic effects

```

เรียนวิธีคิด ผ่านวิธีคิด x SQUID GAME

Sprite: Name, x, y, Show, Size, Direction

Backdrops: 2

Sprite list: girl_front, Java, Gun, winner, start