

ΦΥΛΛΟ ΔΡΑΣΤΗΡΙΟΤΗΤΑΣ

Εντολές για τη μπάλα :

The image shows a Scratch script for an object named "ΜΠΑΛΑ" (Ball). The script is organized into three main sections, each starting with an "όταν στο σημείο γίνει κλικ" (when clicked) event.

- Section 1:**
 - Set the "score" variable to 0.
 - Enter a "για πάντα" (forever) loop:
 - If "αγγίζει το PADDLE" (touches PADDLE), then:
 - Increase "score" by 1.
 - Change "χρώμα" (color) by 25 degrees.
 - Turn 180 degrees.
 - Wait 1 second.

- Section 2:**
- Enter a "για πάντα" (forever) loop:
 - If "αγγίζει το χρώμα" (touches color), then:
 - Stop all.
 - If "score = 5", then:
 - Play "GAME OVER !!!" sound for 1 second.
 - Stop all.
- Section 3:**
- Go to x: random choice from 1 to 10, y: random choice from 40 to 150.
- Show the heading (κατεύθυνση) as a random choice from 0 to 180.
- Enter a "για πάντα" (forever) loop:
 - Move random choice from 10 to 15 steps.
 - If at the edge, bounce.

Εντολές για το paddle :

