

ぶたしょっと
ButaShot



あたらしいスプライトをついにする。

①アップロードボタンをクリックします。



②ButaScratchの中にある3つのファイルを一つずつ追加します。



GameOverのスプライトを作る。

①^{ふで}筆ボタンをクリックします。



②Game Overの文字を作ります。



※ベクターモードで作り、コピーして^{かげ}影を作ることができます。

はいけい 背景を選ぶ。

背景ボタンを押して背景を選びます。



Playerにスクリプトを付ける。

The image displays three Scratch scripts for a Player object, each triggered by a green flag click.

Script 1: Movement Control

- When green flag clicked, loop forever:
 - If right arrow key pressed, turn 90 degrees, then increase x-coordinate by 10.
 - If left arrow key pressed, turn -90 degrees, then decrease x-coordinate by 10.
 - If up arrow key pressed, turn 0 degrees, then increase y-coordinate by 10.
 - If down arrow key pressed, turn 180 degrees, then decrease y-coordinate by 10.

Script 2: Bullet Creation

- When green flag clicked, loop forever:
 - If space key pressed, create a clone of the Bullet object, then wait until the space key is no longer pressed.

Script 3: Collision and Stop

- When green flag clicked, loop forever:
 - If the Player touches an Enemy, send a message, stop other scripts on this sprite, and stop this script.

Bulletにスクリプトを付ける。



Enemyにスクリプトを付ける。

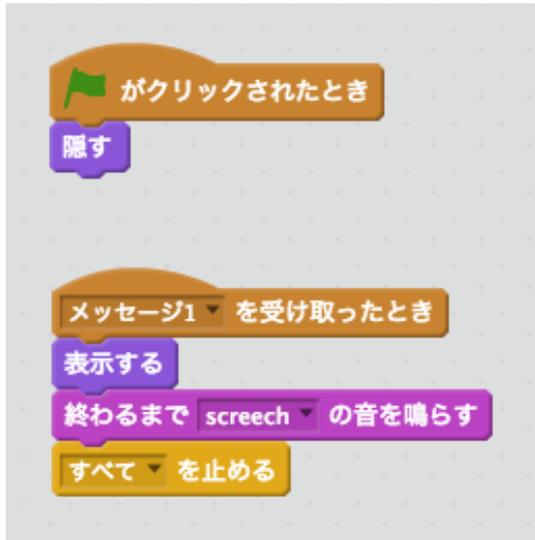
The image shows a Scratch script for an enemy character, divided into three main sections:

- When clicked:** This section starts with a 'When clicked' event block. It then sets the 'SCORE' variable to 0, displays the character, sets its size to 60%, and sets its rotation to a random angle between 0 and 359 degrees. The rotation method is set to 'Do not rotate'. A 'Forever' loop follows, containing a 'Move 10 steps' block, a 'If at edge, bounce' block, and an 'If touched by Bullet' block. The 'If touched by Bullet' block has a 'Hit' block as its response.
- Hit definition:** A 'Hit' block is defined. It sets the rotation method to 'Rotate freely', plays the 'wah beatbox' sound, loops 50 times with a 'Turn 15 degrees' block inside, increments the 'SCORE' variable by 10, hides the character, waits for 3 seconds, sets a new random rotation angle, sets the rotation method to 'Do not rotate', moves to a random location, and displays the character.
- When message received:** A 'When message 1 received' event block is used to stop all other scripts on the enemy sprite.

※定義は、その他の「ブロックを作る」で作ります。



GameOverのスク립トを作る。



かだい 課題

じぶん かいぞう
自分で改造してみましょう。