INDEX

Symbols	splitting hit asteroids,	shooting hoops, 72–79
+ (addition) block, 176–177	133–135	basketball-skeleton. $sb3,59$
(division) block, 177	starburst bomb, 143	Basketball sprite, 72
= (equal to) block, 79, 159	timer, 136	blocks, 5. See also names
(greater than) block,	wrapping spaceship	of individual blocks
64, 142	around Stage,	and block types
< (less than) block, 64,	124–126	adding, 8–9
75–76, 104, 162	asteroidbreaker.sb3, 140	deleting, 10
(multiplication) block, 160	asteroidbreaker- $skeleton$	dragging to Code
· (subtraction) block, 92	.sb3, 121	Area, 8, 22
(Subtraction) Stock, 02	asteroid.png, 131	reporter, 9
1	Asteroids (game), 119	stack, 5, 8
account, Scratch website,	Asteroid sprite, 131	Block Palette, 5, 6, 8
3–4, 11	Atari, 119	Booleans, 164–166
addition (+) block, 176–177		Brick Breaker program
AI (artificial intelligence),	В	bouncing ball off
186	backdrops	bricks, 97
Alien Creak2 sound,	choosing from library,	bouncing ball off paddle,
138–139	18–19	91–93
all around rotation style, 89	Light backdrop, 41	bouncing ball off walls,
and block, 76, 175	Neon Tunnel	90-91
Android, 3	backdrop, 103	cloning brick, 94–97
animating sprites, 16, 22,	Stars backdrop,	complete program,
105–108, 112–115	18, 122	101–102
Apple sprite, 45, 184	Wall 1 backdrop, 59	designing, 86–87
Apples Collected variable, 184	xy-grid backdrop, 37	GAME OVER message,
arrows keys, 38–40, 42, 51,	drawing, 103	98-99
53, 65, 67	uploading, 179	moving paddle, 87–89
artificial intelligence	Backdrops tab, 103	polishing, 102–115
(AI), 186	background music, 104	You win! message,
Asteroid Breaker program	Ball sprite, 127	100-101
aiming and firing,	Basketball program, 57	brickbreaker-skeleton.sb3, 87
127–130	complete program,	brightness effect, 115
designing, 120–121	80-81	broadcast block, 46
exploding animation,	designing, 58	broadcasting messages, 47,
139–140	freezing hoop, 82	69, 76, 91–93, 97,
keeping score, 136–137	jumping and falling,	111–113, 133–135,
limiting ammo, 141–142	59-63	139
making asteroids,	making basketball hoop,	Brush tool, Paint Editor, 7,
133–135	67–68	20–21
making spaceship,	moving left and right,	bug, 77, 164
199 194	66_67	Button 2 sprite, 94

C	when I start as a	don't rotate rotation style, 89
Canvas, Paint Editor, 7	clone, 94	dragging blocks to Code
ceiling detection, 163–167	coordinates, 36	Area, 10
change effect by block, 108	copying. See duplicating	drawing
change pen color by block,	costumes	backdrops, 103
26, 27	choosing from library, 186	costumes, 168
change size by block,	crab-a costume, 186	sprites, 20–21, 67,
108, 113	crab-b costume, 186	150-151
change x by block, 38	Costume center, 7	duplicating
change y by block, 38	drawing, 168	blocks, 39
Cheer sound, 45–46, 68	hitbox costume,	scripts, 25
Chomp sound, 133	168–169	sprites, 25
Choose a Backdrop button.	exporting, 8	_
See backdrops	griffpatch, 168	E
Choose a Costume button,	uploading, 138, 172,	editor, Scratch, 4–6
168, 172, 179	179, 181	Energy variable, 141
Choose a Sound button. See	Costumes tab, 6	equal to (=) block, 79, 159
sounds, choosing	crab-a costume, 186	Eraser tool, Paint Editor, 7
from library	crab-b costume, 186	Events blocks
Circle tool, Paint Editor, 7	create clone of myself	broadcast, 46
cloning sprites, 93	block, 93	when green flag
Code Area, 5, 6	Creative Commons	clicked, 10
Color selectors, Paint	license, 13 custom blocks	when I receive, 46 ,
Editor, 7	creating, 155–156	69, 111
conditions	editing, 165	when key pressed, 188
and block, 76, 175	euiting, 105	explosion animation,
if then block, 39	D	138–140
if then else block, 110		exporting costumes, 8
not block, 175	Dance Celebrate sound, 104	_
repeat until block,	degrees, 22	F
75, 77	delete this clone block, 134	falling, sprites, 59–63
wait until block, 101	deleting	Fall.svg, 171
Control blocks, 21	blocks, 10	Fill tool, Paint Editor, 7,
create clone of	clones, 134	49-50
myself, 93	sprites, 18	Flappy Bird (game), 193
delete this clone, 134	demos, 16	flashing colors, sprites, 104
forever, 11	demoscene, 16 designing programs, 16–17,	floor block, 177
if then, 39	34–35, 58, 86–87,	For all sprites option, for
if then else, 110	120–121, 148–149	variable, 61
not, 175	direction, 22	For this sprite only option,
repeat, 96	direction, 22	for variable, 61
repeat until, 75, 77	discussion forum, Scratch	forever block, 11, 22,
stop all, 99	website, 13	39–40, 63, 126, 142,
wait seconds, 9 wait until, 101	division (/) block, 177	152, 156, 161–162
wait uiitii, 101	41,151011 (/ / 510011, 11 l	frames, animation, 138, 140

Motion blocks (continued)	P	platformer-skeleton.sb2, 149
set x to , 95, 125, 129	Pac-Man (game), 193	Player 1 Score variable, 73
set y to , 39, 125, 129	Paddle sprite, 88	play sound until done block,
turn clockwise degrees,	Paint Editor, 7	46, 104
108, 115	Brush tool, 7, 20–21	point in direction $block, 23$
x position, 125 , 129 , 132	Circle tool, 7	point towards block, 23
y position, 64 , 125 ,	Eraser tool, 7	Pop sound, 72, 74
129, 132	Fill tool, 7, 49–50	programs. See also names of
mouse	Line tool, 7, 151	individual programs
aiming with, 128	Rectangle tool, 7, 70	Asteroid Breaker, 119–146
pointing toward, 23	Select tool, 7, 180	Basketball, 57-84
movement variable, 186	Text tool, 7, 98–99, 100	Brick Breaker, 85–118
move steps block, 10	Pen blocks	$\it Maze~Runner, 33-56$
multiplication (*) block, 160	change pen color by, 26	naming, 18
music, adding, 104	erase all, 26	Platformer, 147-194
	pen down, 26	$Rainbow\ Lines,\ 15-32$
N	pen up, 26	remixing, 13
naming	set pen color to, 26	running, 10–11
programs, 18	pick random block, 9, 22,	saving, 6
sprites, 21	23, 82	uploading, 35
variables, 60	platformer games, 57, 147	Purho, Petri, 103
navigation bar, 5, 6	Platformer program	
Neon Tunnel backdrop, 103	adding crab enemies and	R
new message option, 46, 69	apples, 184–192	Rainbow Lines program
next costume block, 67	ceiling detection,	bouncing dots, 20–24
Nintendo, 147	163–167	complete program, 28
not block, 175	creating gravity,	creating backdrop, 18–19
_	151-152	designing, 16–17
0	creating level, 179–183	drawing rainbow lines,
offline editor, 4	designing, 148–149	25–27
Operator blocks	handling slopes,	Turbo Mode, 29
+ (addition), 176–177	157–160	random numbers,
/ (division), 177	using a hitbox, 167–170	generating, 23
= (equal to), 79, 159	walking animation,	Raspberry Pi, 3
> (greater than), 64, 142	170–178	receiving broadcasts, 46
< (less than), 64, 75–76,	platformer1.sb3, 154	Rectangle tool, Paint Editor,
104, 162	platformer2.sb3, 156	7, 70
* (multiplication), 160	platformer3.sb3, 160	Redo button, 7
and, 76 , 175	platformer4.sb3, 163	red stop sign, 5, 6, 11
floor, 177	platformer5.sb3, 167	remainder, when
mod, 177	platformer6.sb3, 170	dividing, 177
not , 175	platformer7.sb3, 179	repeat block, 95–96, 107–
$\mathbf{pick}\;\mathbf{random},9,22,$	platformer8.sb3, 183	108, 129–130
23, 82	PlatformerBackdrop.png, 179	repeat until block, 75, 77,
origin (point on Stage), 36	PlatformerBackdropHitbox	152, 155–156, 159,
	.png, 181	184 - 185

reporter blocks, 9	Select tool, Paint Editor,	sprites, 5
Restore option, 10	7, 180	choosing from library
rotation styles, 89	Sensing blocks	Apple sprite, 45, 184
rounding down, 177	key pressed?, 54	Ball sprite, 127
Run without screen refresh	touching?, 43	Basketball sprite, 72
option, 155–156, 157,	touching color?, 43	Button 2 sprite, 94
169, 175	set ghost effect to block,	Tennis Ball sprite, 90
,	71–72, 185	Tennis Ball2
S	set pen size to block, 26	sprite, 111
saving programs, 6	set rotation style block, 89	deleting, 18
say block, 6, 24, 62	set size to block, 44	drawing
sb3 files	set x to block, 95, 125, 129	Ground sprite,
asteroidbreaker.sb3, 140	set y to block, 39, 125, 129	150-152
asteroidbreaker-	Share button, 11	Hoop sprite, 67–68
skeleton.sb3, 121	show block, 95	Sprite1 sprite, 20–21
basketball-skeleton	size, of sprite, 44, 95	duplicating, 25
.sb3, 59	slopes, walking sprites up,	falling, 59–63
brickbreaker–skeleton	157–160	flashing colors, 104
.sb3, 87	Sonic the Hedgehog	hiding. See ghost effect,
	(game), 57	hiding hitboxes
maze-part-a.sb3, 40	Sound blocks	jumping, 65, 161–162
maze-part-b.sb3, 42	play sound until done	naming, 21
maze-part-c.sb3, 44	block, 46, 104	size, 44, 95
maze-skeleton.sb3, 35	start sound block, 68,	slopes, walking up,
platformer1.sb3, 154	74, 109–110, 114,	157–160
platformer2.sb3, 156	139	uploading
platformer3.sb3, 160	sounds, choosing from	Asteroid sprite, 131
platformer4.sb3, 163	library, 45	Maze sprite, 41
platformer5.sb3, 167	Alien Creak2 sound,	Spaceship sprite, 122
platformer6.sb3, 170	138–139	walking animation,
platformer7.sb3, 179	Cheer sound, 45–46, 68	170–178
platformer8.sb3, 183	Chomp sound, 133	wrapping around Stage,
Score variable, 94	Dance Celebrate	124–126
Scratch	sound, 104	stack blocks, 5, 8
account, creating, 3–4	Gong sound, 113–114	Stage, 5
discussion forum, 13	Laser1 sound, 108–109,	Stand.svg, 171, 172
editor, 4–6	127	starburst bomb, 143
help, 12–13	Laser2 sound, 108–109	Stars backdrop, 11, 122
offline editor, 4	Pop sound, 72, 74	start sound block, 68, 74,
website, 3–4	Spaceship.png, 122	109–110, 114, 139
Scratchers, 2	Spaceship sprite, 122	stop all block, 99
scripts, 5		studio, 11–12, 195
duplicating, 25	speech bubble, 11	· · ·
running, 5, 10–11	Sprite List 5 6 27 41 60	Super Mario Bros. (game),
stopping, 5	Sprite List, 5, 6, 37, 41, 60	57, 145, 147 Super Magt Pay (game) 145
See Inside button, Scratch	Sprite Pane, 5, 6	Super Meat Boy (game), 145
website, 12		switch costume to block, 42

T	variables	when I receive $block$, 46 ,
Tennis Ball sprite, 90 Tennis Ball2 sprite, 111 Text tool, Paint Editor, 7, 98–99, 100 timer, 136 touching? block, 43 transparency, for sprites,	Apples Collected, 184 changing, 62 creating, 60 Energy, 141 For all sprites vs. For this sprite only options, 61–62	69, 111 when I start as a clone block, 94 when key pressed block, 188 Windows, 3 wrapping around Stage, sprites, 124–126
108, 111. See also ghost effect Turbo Mode, 29 turn clockwise degrees block, 108, 115 turn counterclockwise degrees block, 10 Tutorials Window, 12 two-player mode in Maze Runner, 49	hits, 131 I am a clone, 127 made basket, 77 movement, 186 naming, 60 Player 1 Score, 73 Score, 94 visibility of, 61, 65 x velocity, 122, 131 y velocity, 60, 122, 131, 151	x-coordinate, 36-38 x position block, 125, 129, 132 x velocity variable, 122, 131 xy-grid backdrop, 36 y y-coordinate, 36-38
U	velocity, 60	y position block, 64, 75,
Undo button, 7, 8 uploading backdrops, 179 costumes, 138, 172, 179, 181 programs, 35 sprites, 41, 122, 131	W wait seconds block, 9 wait until block, 100 Walk1.svg, 171 walking animation, sprites, 170–178	98, 183 y velocity variable, 60, 122, 131, 151 Z Zoom buttons, Paint
V	Wall 1 backdrop, 59 walls, 42 WASD keys, 51	Editor, 7

when green flag clicked block, 10

Variable blocks,

 $\begin{array}{c} \textbf{change by},\,62\\ \textbf{set to},\,62 \end{array}$