

initialize global xspeed to 10

initialize global yspeed to 10

initialize global Score to 0

when Down .Click

do set Car . Y to $\text{Car} . Y + \text{get global yspeed}$

when Left .Click

do set Car . X to $\text{Car} . X - \text{get global xspeed}$

when Right .Click

do set Car . X to $\text{Car} . X + \text{get global xspeed}$

when Up .Click

do set Car . Y to $\text{Car} . Y - \text{get global yspeed}$

when Car .CollidedWith

other

do set global Score to $\text{get global Score} + 10$

set Points . Text to $\text{Points} . \text{Text} + 10$

set Banana . Visible to false

call Banana .MoveTo

x random integer from 86 to 200

y random integer from 0 to 400

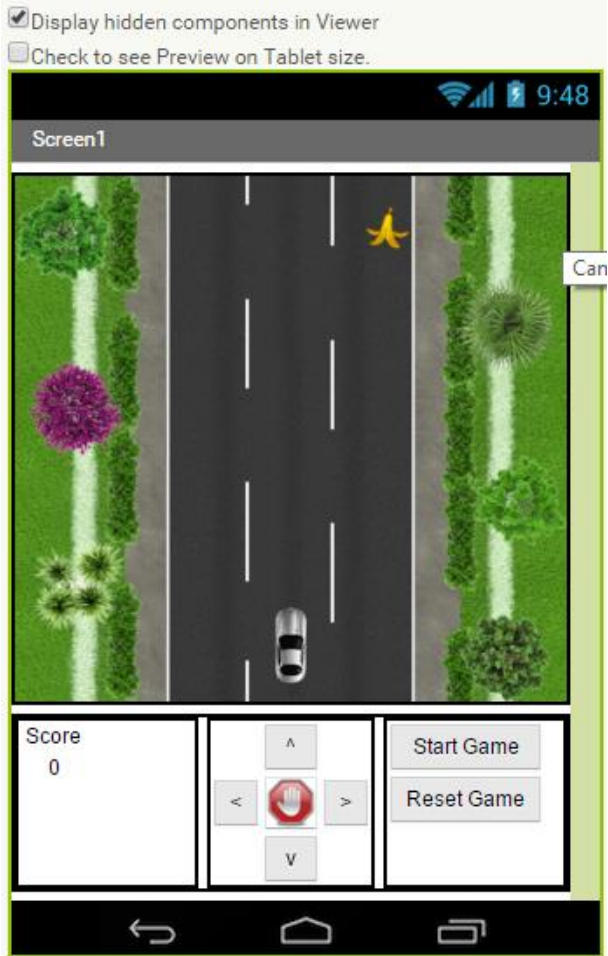
set Banana . Visible to true

when Reset .Click

do set Points . Text to 0

when Start .Click

do set Points . Text to 0



Components

- Screen1
 - Canvas1
 - Car
 - Banana
 - HorizontalArrangement1
 - TableArrangement3
 - Score
 - Points
 - TableArrangement1
 - Up
 - Left
 - Down
 - Stop
 - Right
 - TableArrangement2
 - Start
 - Reset

Rename Delete