

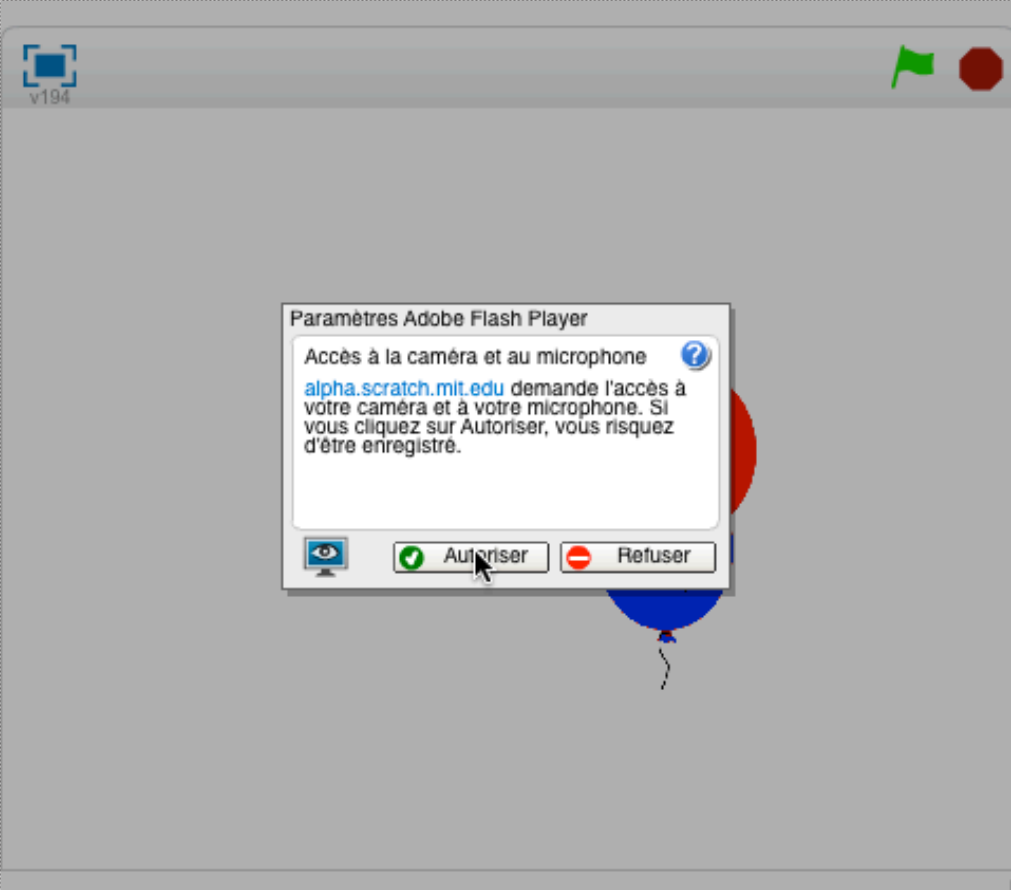
Scratch 2.0

Présentation de 2 projets : play with balloons , FireWorks

play with balloons : exemple d'interaction entre les lutins (ballons) et les mouvements de la main captés par la webcam

play with balloons

remixed by **mres**
based on a **project** by **thwang**



Paramètres Adobe Flash Player

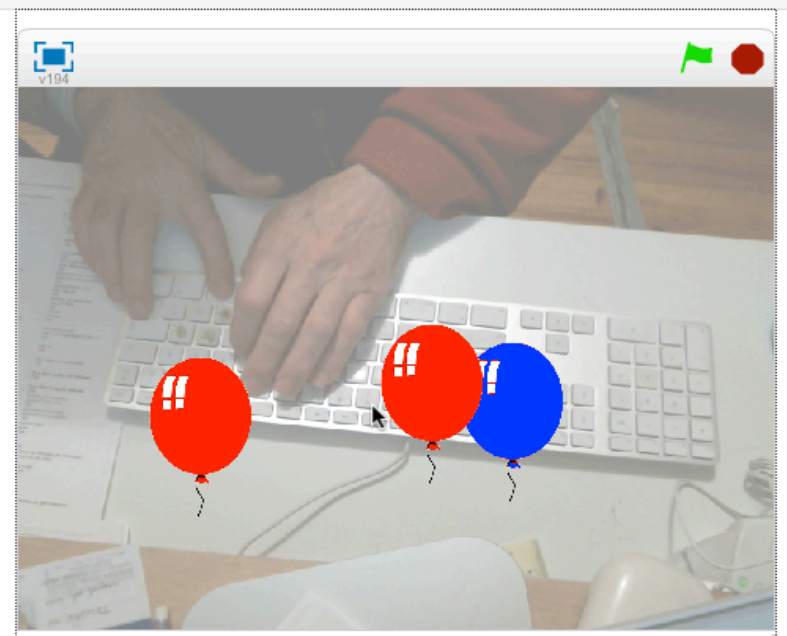
Accès à la caméra et au microphone ?

alpha.scratch.mit.edu demande l'accès à votre caméra et à votre microphone. Si vous cliquez sur Autoriser, vous risquez d'être enregistré.

play with balloons

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Use your hands to pop the red balloons and to move the blue balloon.



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248 12

Scratch 2.0

play with balloons : exemple d'interaction entre les lutins (ballons) et les mouvements de la main captés par la webcam

alpha.scratch.mit.edu/projects/10000638/#editor

Scratch Rech. rapides Apple Marcus Québec Radio GeoGebra mail iscool French orange ebay Music-Lyrics Marque-pages

Scratch File More Tips

Log in to save login

play with balloons by mres

Scripts Costumes Sounds

Motion Looks Sound Pen Data Events Control Sensing Operators More Blocks

Make a Block

wander randomly

go to random place

when green flag clicked

forever

if video motion on this sprite > 20

play sound pop

hide

wait 2 secs

go to random place

show

wait 1 secs

define wander randomly

turn pick random 1 to 50 degrees

turn pick random 1 to 50 degrees

move 1 steps

if on edge, bounce

when green flag clicked

set size to 30 %

go to random place

show

forever

wander randomly

define go to random place

go to x: pick random -200 to 200 y: pick random -100 to 100

Sprites

New sprite:

Stage 1 backdrop

New backdrop:

balloon3

balloon

balloon2

X: -240 Y: 180

Nouveau la catégorie :
More Blocks / Plus de blocs

The screenshot shows the Scratch 2.0 interface for a project titled "FireWorks" by illusionist. The stage displays a night sky with a ring of blue firework bursts. The Sprites panel shows a "Light" sprite. The Scripts panel is open, displaying the code for the "FireWorks" project, which uses the "clone" function to create multiple firework bursts.

Scripts Panel:

- when green flag clicked**
 - clear
 - hide
 - clone startup**
 - Set Launch Location
 - Flash
 - Fly
 - Explode
 - delete this clone
- when m key pressed**
 - stamp

Define Set Launch Location

- go to x: pick random 200 to -200 y: -145
- set velocity to pick random 6 to 11

Define Flash

- show
- switch costume to Bright
- wait 0.01 secs
- change y by velocity
- switch costume to Light

Define Fly

- repeat until touching edge ? or velocity < 0
 - change y by velocity
 - change velocity by -0.2

Define Explode

- play sound Firework.wav
- switch costume to Bright
- wait 0.02 secs
- switch costume to Explode 1
- wait 0.02 secs
- switch costume to Explode 2
- wait 0.02 secs
- switch costume to Explode 3
- wait 0.02 secs
- switch costume to Explode 4
- repeat 10
 - change y by -2
 - change ghost effect by 10
- hide

FireWorks : mise en oeuvre des blocs relatifs à la fonction clone

Scratch 2.0

Présentation de 2 projets : play with ballons , FireWorks

The image displays the Scratch 2.0 interface with a script for a balloon game. The left sidebar shows the 'Scripts' tab selected, with categories like Motion, Looks, Sound, Pen, and Data. The 'Control' category is highlighted in the 'Scripts' tab. The main workspace contains the following script:

- when green flag clicked**
 - forever loop**
 - if video motion on this sprite > 20**
 - play sound pop**
 - hide**
 - wait 2 secs**
 - go to random place**
 - show**
 - wait 1 secs**
- when green flag clicked**
 - set size to 30 %**
 - go to random place**
 - show**
 - forever loop**
 - wander randomly**

The **wander randomly** function is defined as:

- turn pick random 1 to 50 degrees**
- turn pick random 1 to 50 degrees**
- move 1 steps**
- if on edge, bounce**

The **go to random place** function is defined as:

- go to x: pick random -200 to 200 y: pick random -100 to 100**

FireWorks : mise en oeuvre des blocs relatifs à la fonction clone

