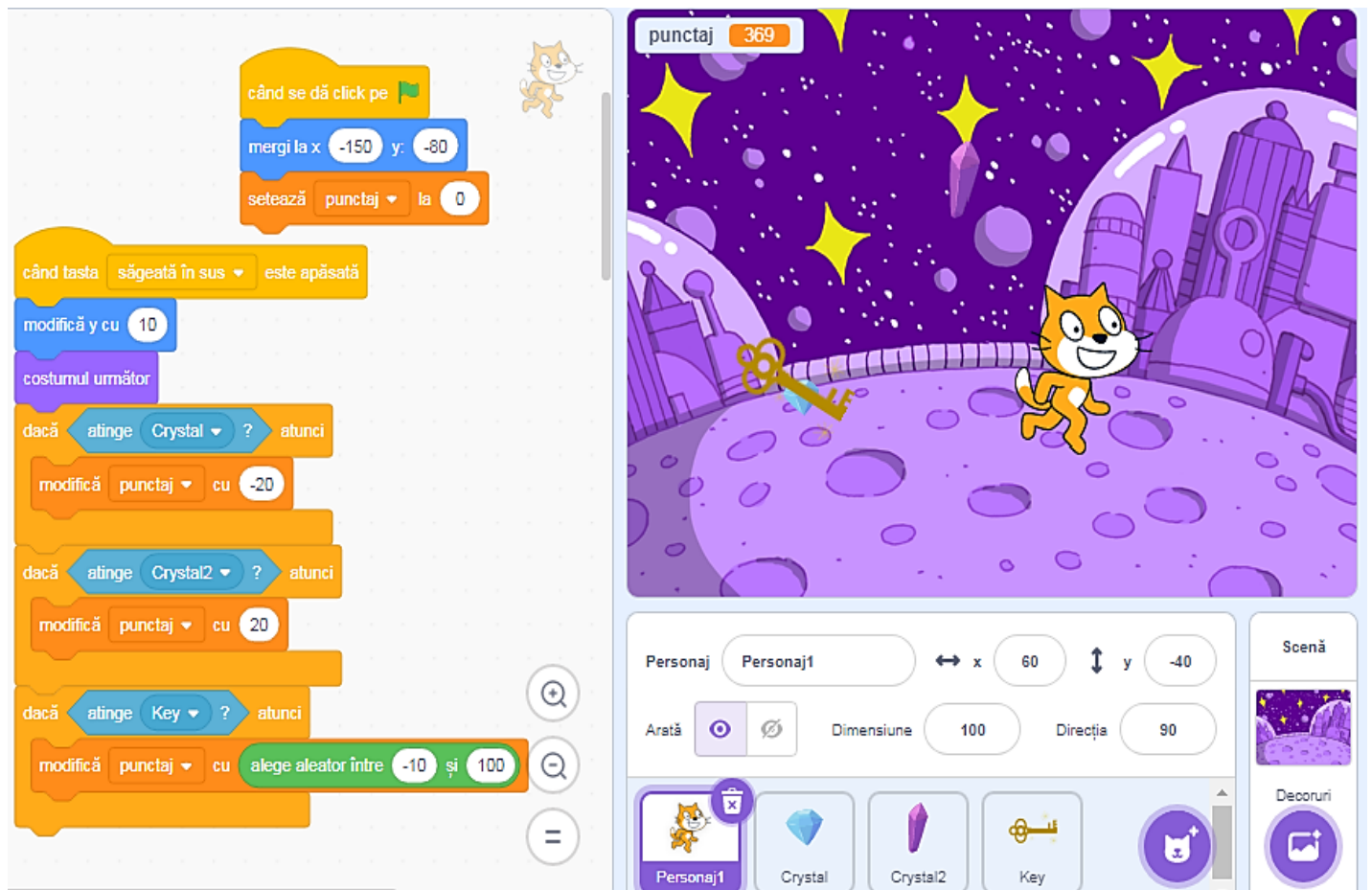


Joc – Personaje, #59, 7

Se aleg alte 3 personaje în afară de *Personaj 1*, cel care înregistrează câștiguri sau pierderi, dacă atinge celelalte personaje.



The image displays the Scratch development environment. On the left, the code editor contains the following blocks:

- when green flag clicked**
 - go to x: -150 y: -80
 - set score to 0
- when up arrow key pressed**
 - change y by 10
 - next costume
 - if touching Crystal?** then **change score by -20**
 - if touching Crystal2?** then **change score by 20**
 - if touching Key?** then **change score by random number between -10 and 100**

On the right, the game scene is visible. The score is 369. The character 'Personaj1' is positioned at x: 60, y: -40. The scene includes a night cityscape, a key, and two crystals. The bottom panel shows the 'Personaj1' character selected, with a size of 100 and a direction of 90 degrees. The 'Decoruri' (Decorations) panel shows icons for 'Crystal', 'Crystal2', and 'Key'.



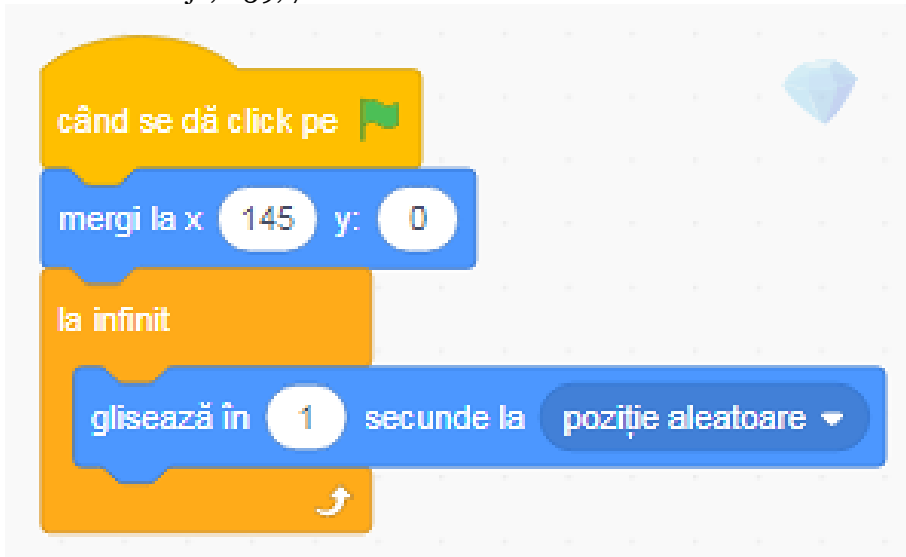
The image shows a different set of code blocks in the Scratch editor:

- when down arrow key pressed**
 - change y by -10
 - next costume
 - if touching Crystal?** then **change score by -20**
 - if touching Crystal2?** then **change score by 20**
 - if touching Key?** then **change score by random number between -100 and 100**

The image displays two identical Scratch code snippets. The top snippet is triggered by the event 'when the right arrow key is pressed'. It contains three conditional blocks: 'if Crystal is touched', 'if Crystal2 is touched', and 'if Key is touched'. The 'Crystal' block subtracts 20 from the score, 'Crystal2' adds 20, and 'Key' sets the score to a random value between -100 and 100. The bottom snippet is triggered by the event 'when the left arrow key is pressed' and follows the same logic, but with a multiplier of -10 instead of 10.

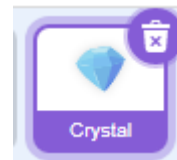
```
when the right arrow key is pressed
  modify x by 10
  next costume
  if Crystal is touched
    modify score by -20
  if Crystal2 is touched
    modify score by 20
  if Key is touched
    modify score by pick random from -100 to 100

when the left arrow key is pressed
  modify x by -10
  next costume
  if Crystal is touched
    modify score by -20
  if Crystal2 is touched
    modify score by 20
  if Key is touched
    modify score by pick random from -100 to 100
```



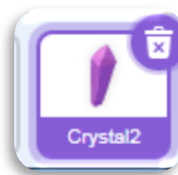
Scratch script for the Crystal object:

- when green flag clicked
- go to x: 145 y: 0
- repeat forever loop:
 - glide 1 seconds to random position



Scratch script for the Crystal2 object:

- when green flag clicked
- go to x: -60 y: 24
- repeat forever loop:
 - change costume to next
 - glide 1 seconds to random position



Scratch script for the Key object:

- when green flag clicked
- go to x: -75 y: 120
- set effect color to 0
- repeat forever loop:
 - change effect color by 1
 - rotate 1 degrees
 - glide 1 seconds to Crystal