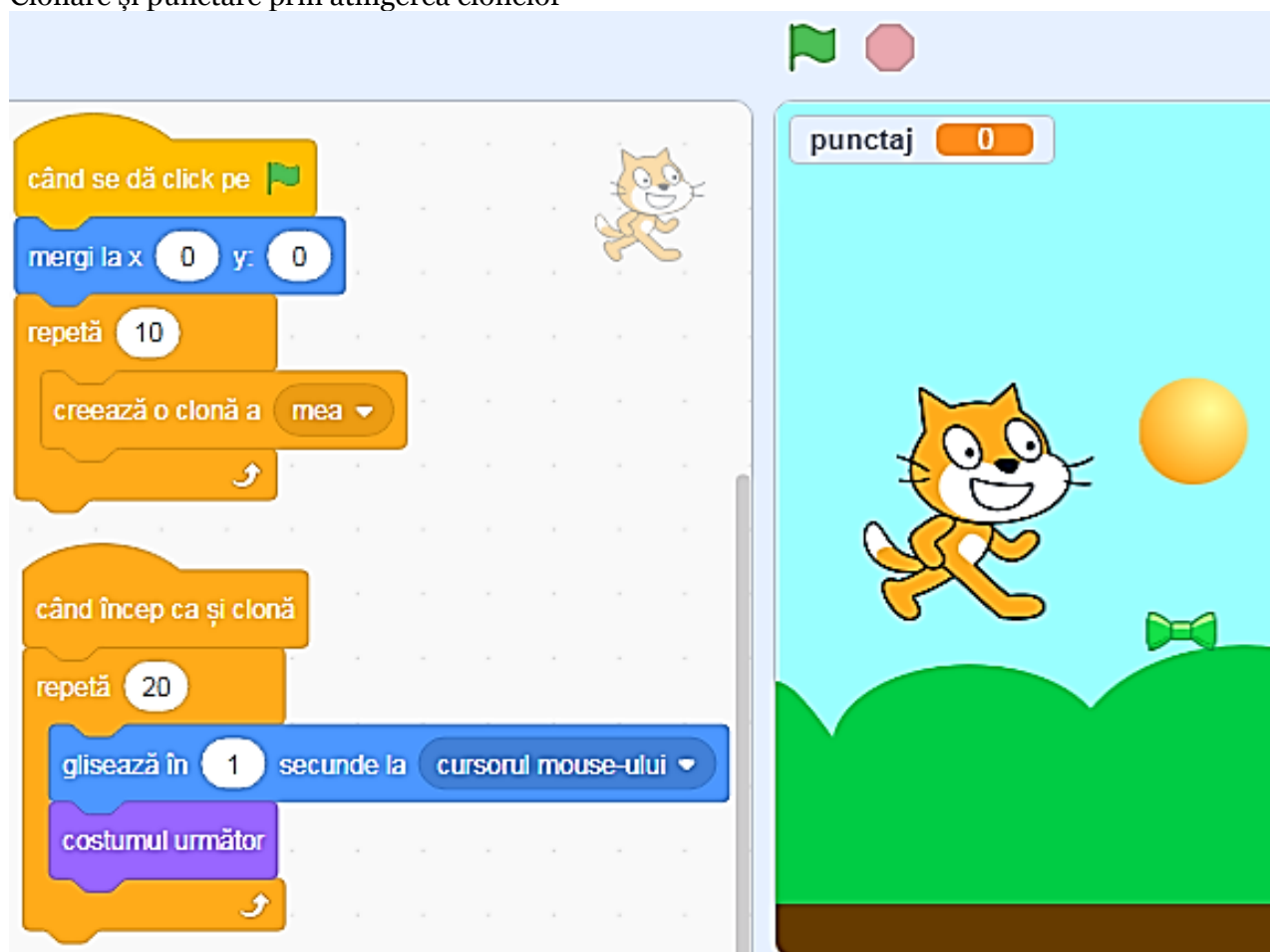


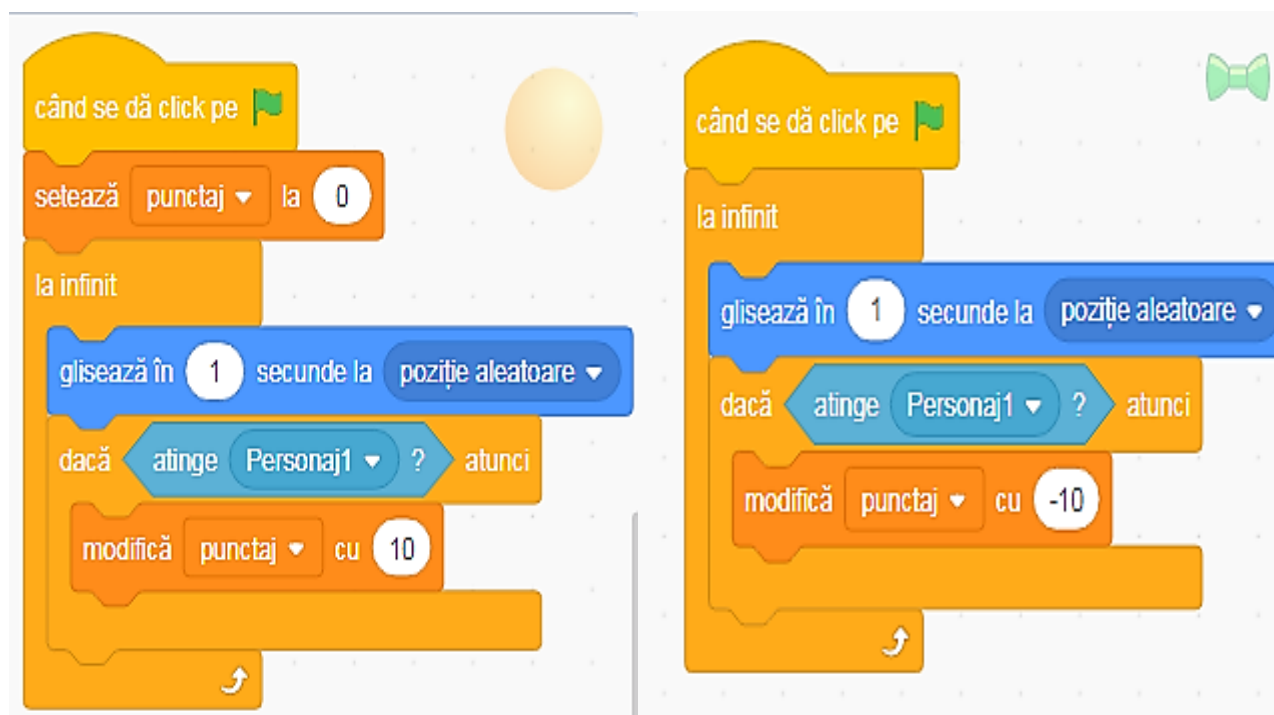
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The image shows a Scratch workspace with two panels. The left panel contains the following code blocks:

- When green flag clicked
- Go to x: 0 y: 0
- Repeat 10 times: create a clone of me
- When clone starts: repeat 20 times: glide 1 second to mouse cursor, then change to next costume

The right panel shows a game preview with a score of 0. It features a cat character on a green hill under a blue sky with a yellow sun. A small green bowtie is visible on the hill.



The image shows two Scratch code panels. The left panel is for the yellow egg object:

- When green flag clicked: set score to 0
- Forever loop: glide 1 second to random position; if touches Personaj1, increase score by 10

The right panel is for the green bowtie object:

- When green flag clicked: forever loop: glide 1 second to random position; if touches Personaj1, decrease score by 10

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