WORLD

set background color

set background to city

print ““

playSound Choose
SPRITES

- make new sprite at (200, 200)
- remove
- change costume to
- make a new sprite called mySprite with costume at (200, 200)
- mySprite
- mySprite size
LOCATIONS

- random location
- (200, 200)
- location x: 100  
y: 100
- location of mySprite
- mouse location
ACTIONS

- change color of to Red
- remove color from
- move 10 pixels North
- turn right 90 degrees
- set size to 50
- change size by 10
- jump to random location
- move 10 pixels forward
- move pixels 10 toward location of mySprite
- edges block from moving
EVENTS

- When up pressed
- When clicked
- When touches
BEHAVIORS

Create a Behavior

- sprite begins
- sprite stops
- stops everything

- growing edit
- jittering edit
- moving east edit
- moving north edit
- moving south edit
- moving west edit
- patrolling edit
- shrinking edit
- spinning left edit
- spinning right edit
- swimming left and right edit
- wandering edit
VARIABLES

change i by 1

set i to

i

COMMENTS

comment:
MATH

FUNCTIONS

Create a Function
LOGIC

- if
- =
- and
- true