

# Projekt „Małpie figle” w Scratch

Proszę w Scratch dokończyć projekt „Małpie figle” (tylko jeżeli są możliwości techniczne)

Pozdrawiam

## 1. Skrypty dla duszka „małpki”

The image shows the Scratch IDE interface. On the left, three scripts are visible for the 'Monkey' sprite:

- Script 1:** Triggered by 'when the right arrow key is pressed', it changes the next costume, sets the direction to 90 degrees, moves the sprite 10 steps, and sets the rotation style to 'left-right'.
- Script 2:** Triggered by 'when the left arrow key is pressed', it changes the next costume, sets the direction to -90 degrees, moves the sprite 10 steps, and sets the rotation style to 'left-right'.
- Script 3:** Triggered by 'when the up arrow key is pressed', it sets the direction to 0 degrees, moves the sprite 100 steps up, waits for 0.5 seconds, and then moves the sprite 100 steps down.

On the right, the stage preview shows a monkey character on a green field with three palm trees against a blue sky. The bottom right panel shows the 'Stage' area with a 'Tła' (Backgrounds) list containing 'Tła 1'.

## 2. Skrypty dla duszka „banan”

The image shows a programming environment with a stage and a script editor. The stage displays a scene with a blue sky, green ground, and three palm trees. A monkey character is positioned on the left side of the stage. The script editor on the left contains the following code:

```
kiedy kliknięto [ ]  
  pokaz  
  zawsze  
    jeżeli dotyka Monkey ? to  
      ukryj
```

The script is highlighted in yellow. The stage controls at the bottom show the selected sprite is 'Bananas' with a bounding box of x: -177, y: 66. Other visible sprites include 'Monkey', 'Duszek1', 'Duszek2', 'Duszek3', 'Bananas2', and 'Bananas3'. The background is a simple landscape with a blue sky and green ground.