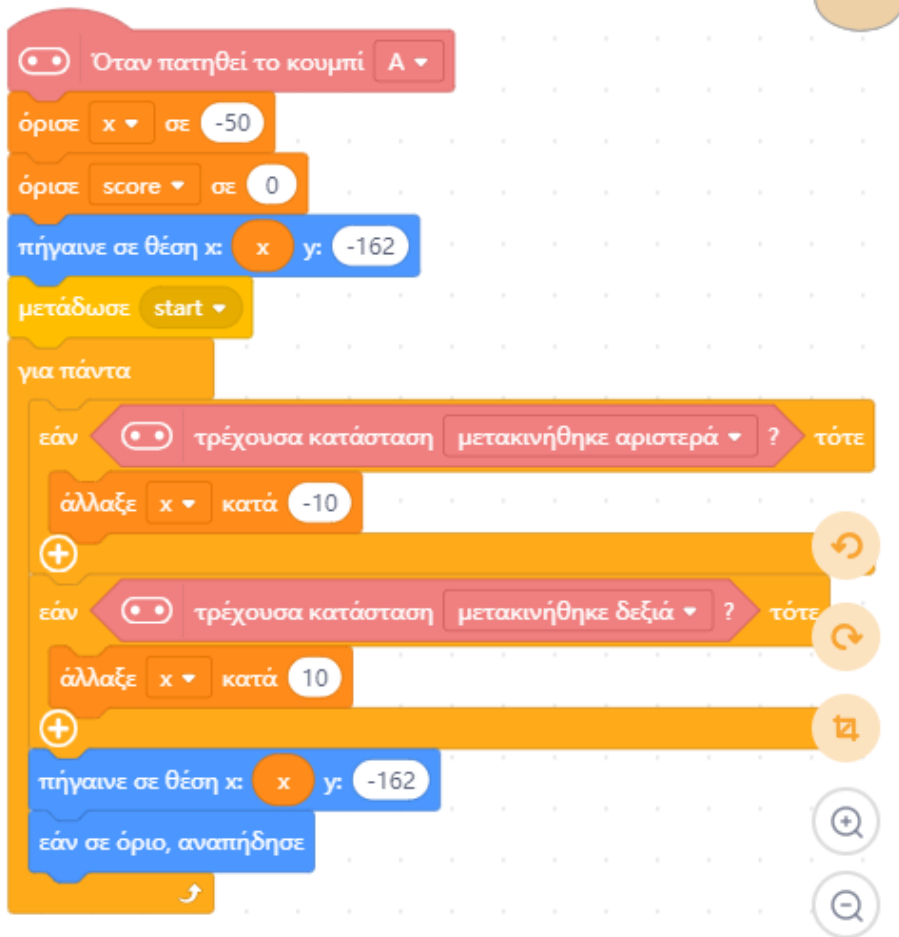


Διαδραστικό παιχνίδι – Mind +



```
όταν λάβω start ▾  
  πήγαινε σε θέση x: επέλεξε τυχαίο -170 έως 170 y: 158  
  για πάντα  
    άλλαξε y κατά -3  
    εάν αγγίζει Bowl ▾ ; τότε  
      άλλαξε score ▾ κατά 1  
      μετάδωσε start ▾  
    εάν αγγίζει χρώμα [purple circle] ; τότε  
      άλλαξε score ▾ κατά -3  
      μετάδωσε start ▾  
  ↻
```

A vertical control panel on the right side of the workspace contains several icons: a refresh button (circular arrow), a redo button (curved arrow), a zoom in button (magnifying glass with plus), a zoom out button (magnifying glass with minus), and an equals sign button.



The image shows a Scratch script on a grid background. At the top right, there is a small circular icon of a character's head. The script starts with a red 'When button A is clicked' block. This is followed by two orange 'Set' blocks: 'Set x to -50' and 'Set score to 0'. Then, a blue 'Go to x: x y: -162' block. Next is a yellow 'Say start' block. A large orange 'Forever' loop contains several blocks: an 'If' block with the condition 'Current state is moved left?' and the action 'Change x by -10'; a '+' sign block; another 'If' block with the condition 'Current state is moved right?' and the action 'Change x by 10'; a '+' sign block; a blue 'Go to x: x y: -162' block; and a blue 'If at edge, bounce' block. On the right side of the script, there are several circular icons: a refresh icon, a zoom in icon, a zoom out icon, and a search icon.

```
When button A is clicked
  Set x to -50
  Set score to 0
  Go to x: x y: -162
  Say start
  Forever loop
    If current state is moved left?
      Change x by -10
    +
    If current state is moved right?
      Change x by 10
    +
    Go to x: x y: -162
    If at edge, bounce
```