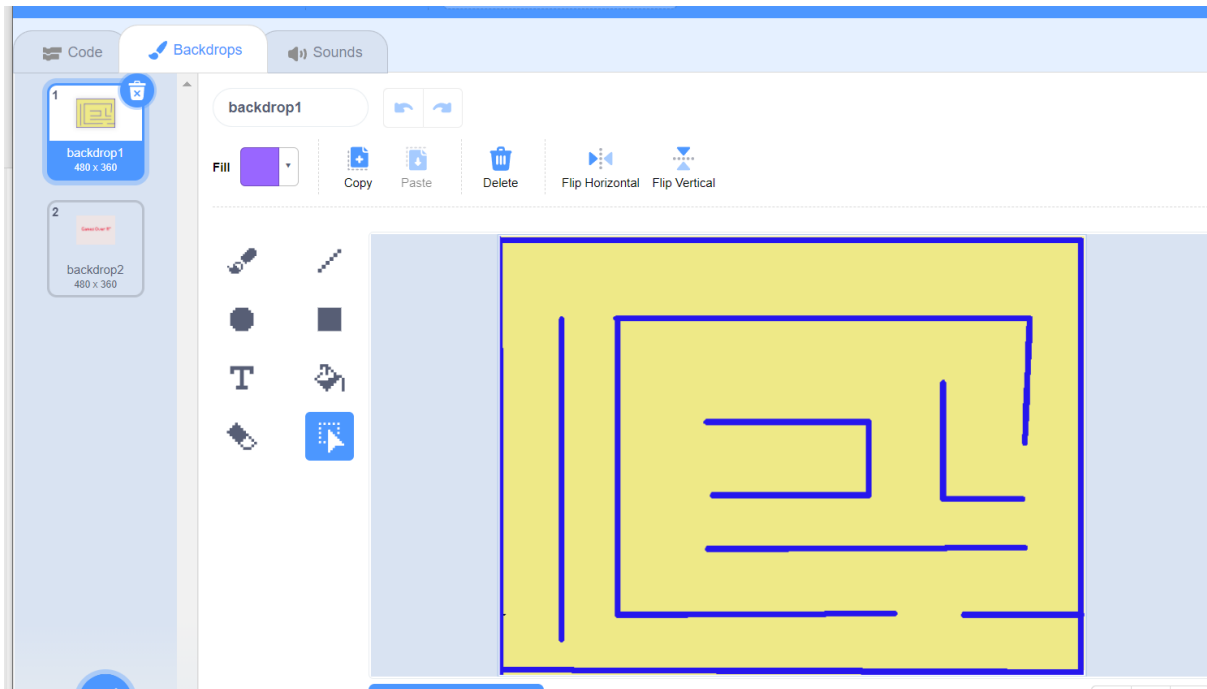


## Two Backgrounds



## Code for Pacman

The image displays a collection of Scratch code blocks for a Pacman game, organized into two columns. The left column contains blocks for movement and game state updates, while the right column contains blocks for initial setup and game logic.

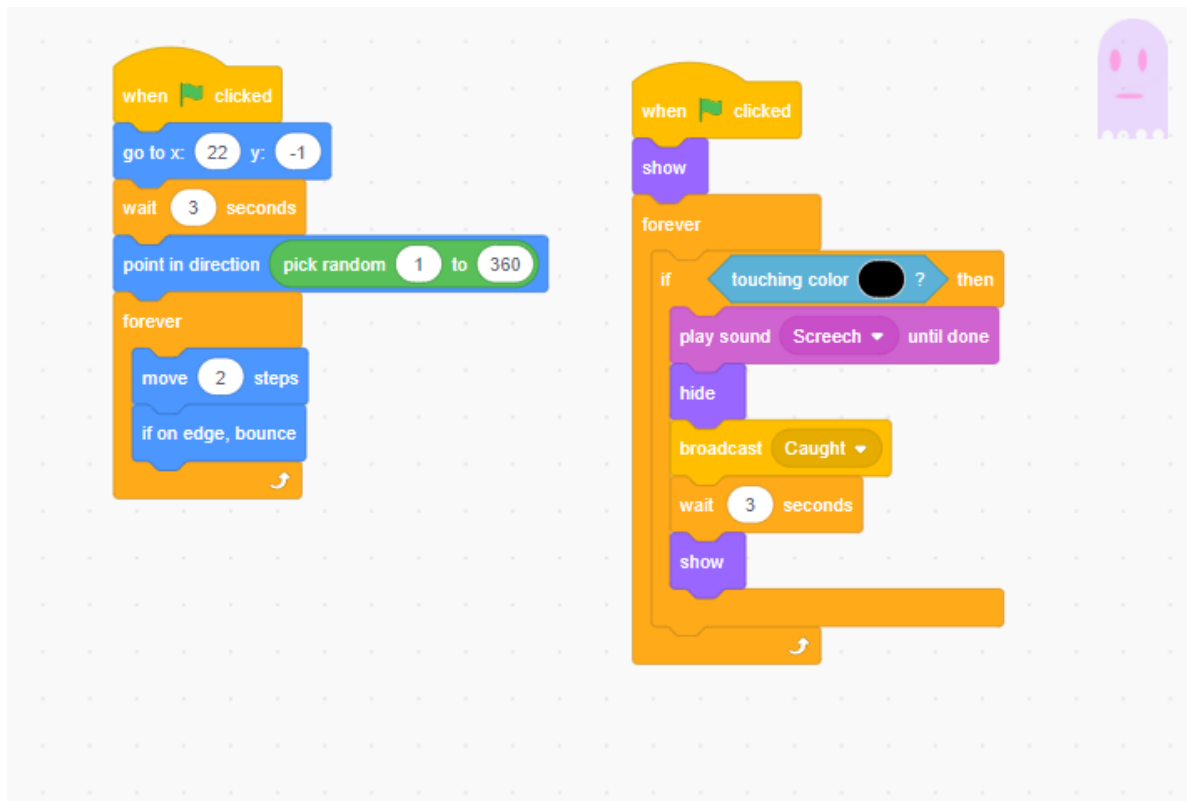
**Left Column:**

- Up Arrow:** when up arrow key pressed, point in direction 0, move 10 steps.
- Down Arrow:** when down arrow key pressed, point in direction 180, move 10 steps.
- Right Arrow:** when right arrow key pressed, point in direction 90, move 10 steps.
- Left Arrow:** when left arrow key pressed, point in direction -90, move 10 steps.
- Click Event:** when green flag clicked, set Lives to 3, set Score to 0, go to x: -213 y: -126.
- Eaten Event:** when I receive eaten, change Score by 1.
- Caught Event:** when I receive Caught, change Lives by -1.

**Right Column:**

- Click Event:** when green flag clicked, forever loop containing: if touching color (blue) then go to x: -213 y: -126, set Score to 0.
- Click Event:** when green flag clicked, forever loop containing: if Lives = 0 then switch backdrop to backdrop2, stop all.

## Code for Ghost!



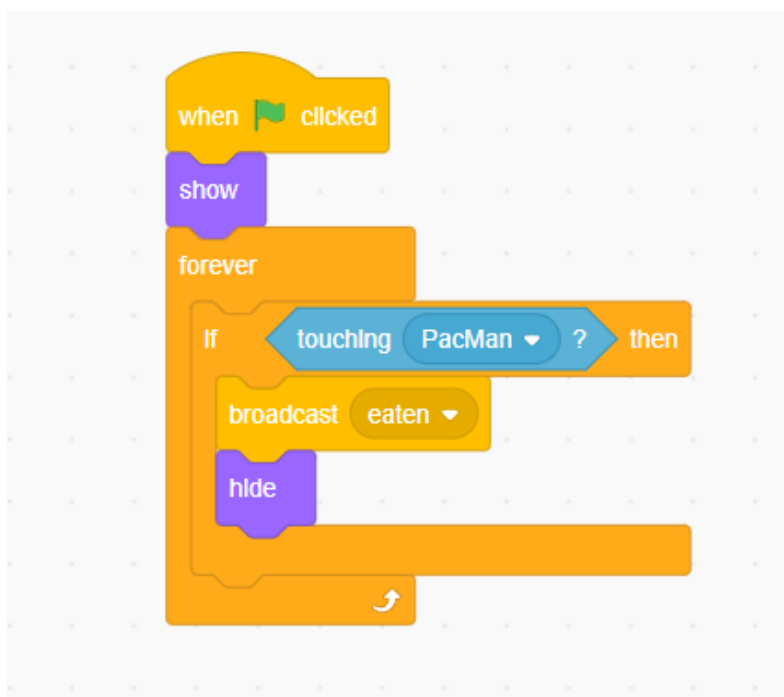
The image shows two Scratch code snippets for a ghost character. The first snippet is for the ghost's initial movement, and the second is for its behavior when it catches Pac-Man.

```
when green flag clicked
  go to x: 22 y: -1
  wait 3 seconds
  point in direction pick random 1 to 360
  forever
    move 2 steps
    if on edge, bounce
```

```
when green flag clicked
  show
  forever
    if touching color black ? then
      play sound Screech until done
      hide
      broadcast Caught
      wait 3 seconds
      show
```

A small purple ghost icon is visible in the top right corner of the code area.

## Food



The image shows a Scratch code snippet for a food character's behavior when it is eaten by Pac-Man.

```
when green flag clicked
  show
  forever
    if touching PacMan ? then
      broadcast eaten
      hide
```