Problem in words

Problem in Code

One possible solution

3.10 project1



The ghost sprite should run away from the balloon, but he doesn't! Can you fix it?



```
forever

If touching Balloon ? then

switch costume to ghost-d ...

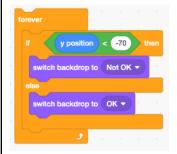
move 5 steps
```

3.10 project2



The backdrop should switch when too low (y<-70) and switch back to normal once high enough again. Can you fix the program?





3.10 project 3



Wizard will follow the mouse and try to press the button when you click. When the wizard successfully presses the button the radio should turn on, but it doesn't. Can you fix?



```
when I receive Turn on 
switch costume to Radio-b 
forever

play sound Bossa Nova 
until done
```

3.10 project 4



When space is held the bear should walk right. When she hits the tree she should say "Ouch!", switch direction and then start walking left.

```
touching Tree ? then
say Ouch! for 0.5 seconds
point in direction -90
else
next costume
move 10 steps
```



3.10 Project 5



The dinosaur tells a joke and then asks if you want to hear another one. He is supposed to tell another joke if you type in "yes" in all lowercase, or say, "Goodbye!" for any other answer, but he doesn't! Can you fix this?

```
if answer = yes then

switch costume to dinosaur1-b ▼

say What do you call a three-eyed dinosa
else

switch costume to dinosaur1-c ▼

say I'm-sure-he-saurus! for 3 seconds

switch costume to dinosaur1-a ▼

say Goodbye! for 2 seconds
```

```
if answer = yes then

switch costume to dinosaur1-b ▼

say What do you call a three-eyed dinosaur? fo

switch costume to dinosaur1-c ▼

say I'm-sure-he-saurus! for 3 seconds

else

switch costume to dinosaur1-a ▼

say Goodbye! for 2 seconds
```