

**Sensing**

- touching mouse-pointer ?
- touching color ?
- color is touching ?
- distance to mouse-pointer
- ask "What's your name?" and wait
- answer
- key space pressed?
- mouse down?
- mouse x
- mouse y
- set drag mode draggable
- loudness
- timer

```

when clicked
  set score to 0
  hide
  go to x: 0 y: 0
  set size to 70 %
  erase all
  show
  pen down
  set pen color to
  set pen size to 1
  point in direction -90
  repeat until
    move 10 steps
  
```

score 0

```

when up arrow key pressed
  point in direction 0

when left arrow key pressed
  point in direction -90

when down arrow key pressed
  point in direction 180

when right arrow key pressed
  point in direction 90

when clicked
  set score to 0
  hide
  go to x: 0 y: 0
  set size to 70 %
  erase all
  
```

score 0

Sprite: Sprite1

x: -10 y: 0

Show: [on] [off]

Size: 70 Direction: -90

Backdrops: 2