

Motion

Motion

Looks

Sound

Events

Control

Sensing

Operators

Variables

My Blocks

Motion

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: -122 y: -153

glide 1 secs to random position

glide 1 secs to x: -122 y: -153

point in direction 90

point towards mouse-pointer

change x by 10

set x to -122

change y by 10

set y to -153

when green flag clicked

set size to 50 %

repeat 15

go to random position

create clone of myself



Sprite: Snowflake

x: -122 y: -153

Show:

Size: 50 Direction: 90

Balloon1

Snowflake

Stage

Backdrop

1

