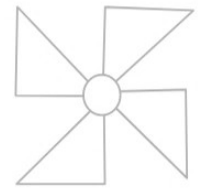
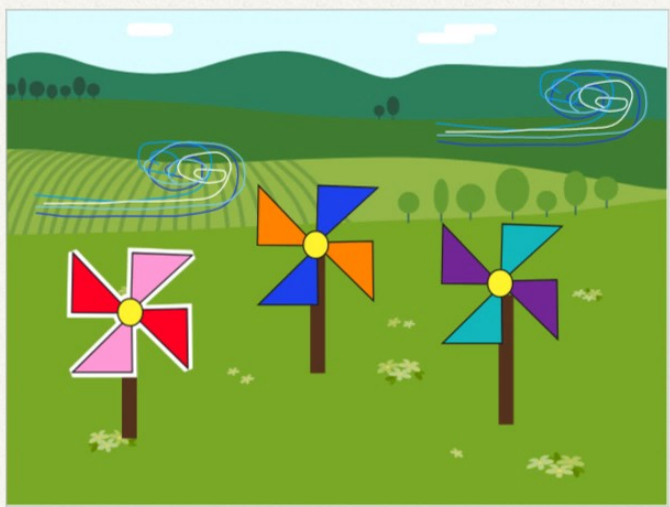
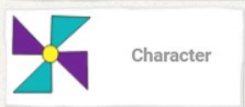
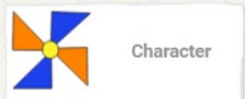
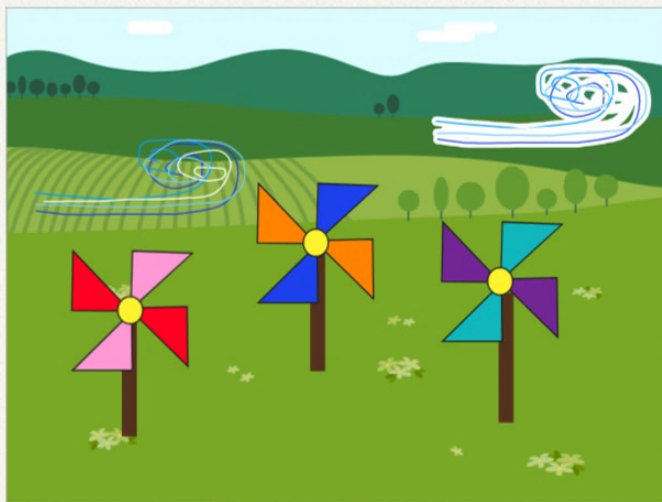
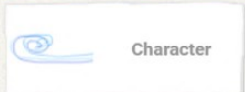




Character

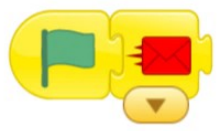
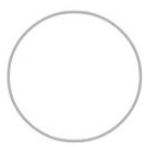






Character selection panel:

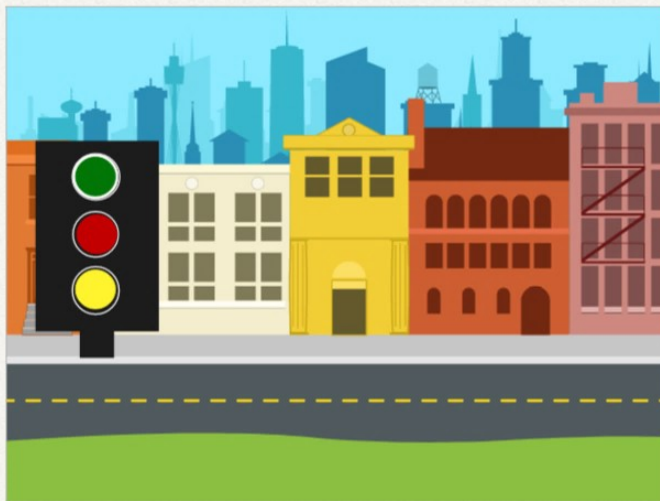
- Character (black traffic light icon)
- Character (red circle icon)
- Character (green circle icon)
- Character (yellow circle icon)
- + (add character icon)





Character selection menu:

- Character (black traffic light)
- Character (red circle)
- Character (green circle) - **Selected**
- Character (yellow circle)
- + (Add new character)



Behavioral block palette:

- Move (right)
- Move (left)
- Move (up)
- Move (down)
- Turn (right)
- Turn (left)
- Repeat (1)
- Repeat (2)
- Repeat (x...)



Script block palette:

- When green flag clicked
- When green flag clicked (20)
- When green flag clicked
- When green flag clicked

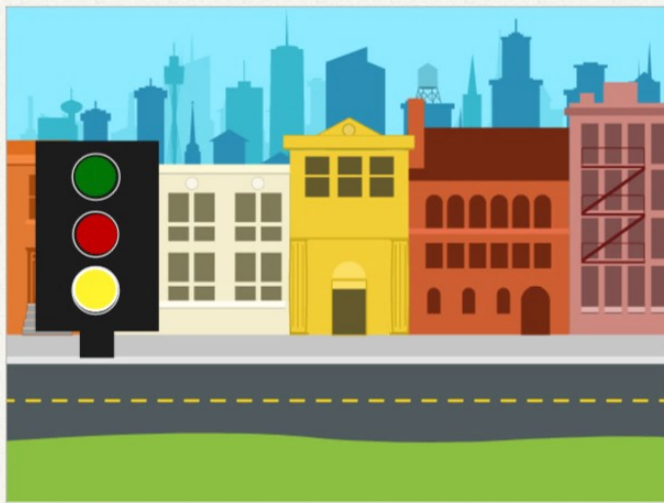
Behavioral block palette:

- Repeat (1)
- Repeat (2)
- Repeat (x...)



Character selection menu:

- Character (Traffic light icon)
- Character (Red circle icon)
- Character (Green circle icon)
- Character (Yellow circle icon)
- Character (Pencil icon)
- + (Add character button)



Behavioral block palette:

- Speech bubble
- Arrow
- Person
- Speaker
- Network
- Red flag
- Right arrow (1)
- Left arrow (1)
- Up arrow (1)
- Down arrow (1)
- Refresh (1)
- Refresh (1)
- Repeat (2)
- Repeat with flag (x...)

Script blocks:

- Empty circle
- Send message (envelope)
- Go to (person)
- Wait (clock, 10)
- Go to (person)
- Play sound (speaker)
- Repeat with flag (flag, person)