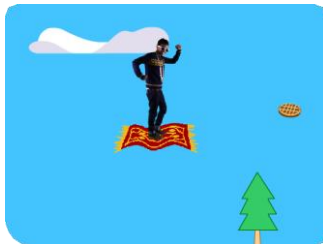
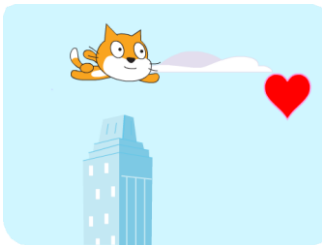


# Lendamine



Vali ise sprait ja pane ta lendama!

# Lendamise kaardid

Neid kaarte saab kasutada sellises järjekorras:

- 1 Vali sprait
- 2 Alusta lendamist
- 3 Muuda välimust
- 4 Nooltega liikumine
- 5 Hõljuvad pilved
- 6 Lendavad südamed
- 7 Punktide kogumine

# Vali sprait

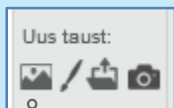
Vali lendamiseks sprait.



# Vali tegelane

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## 1) TAUSTA JA SPRAIDI LISAMINE



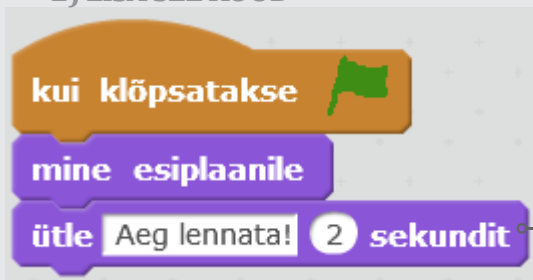
Vali taust.



Vali tegelane kategooriast  
"Lendamine"



## 2) LISA SEE KOOD



Trüki siia, mida  
tegelane öelda võiks.

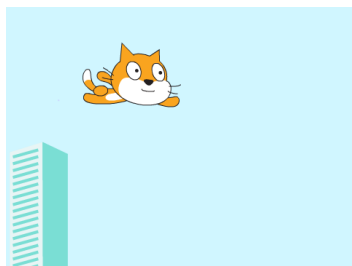
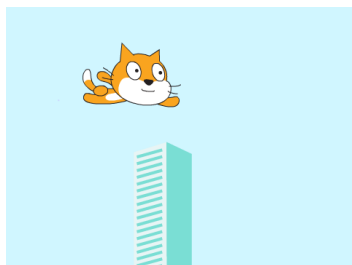
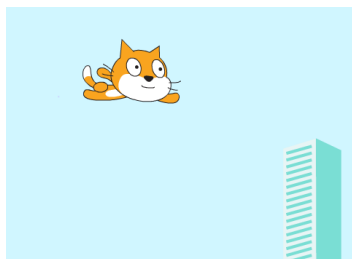
## 3) KATSETA!

Alustamiseks klõpsa rohelisele  
lipule



# Alusta lendamist

Liiguta tausta selliselt nagu  
tegelane lendaks.



# Alusta lendamist

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## 1) SPRAIDI LISAMINE



Vali mööda lendamiseks sprait.  
Näiteks maja ("Buildings").



## 2) LISA SEE KOOD

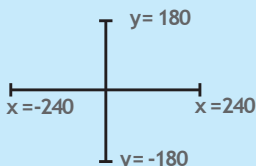


Maja alustab liikumist paremast servast.

Negatiivne arv, et maja liiguks paremalt vasakule.

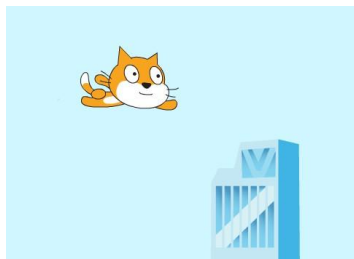
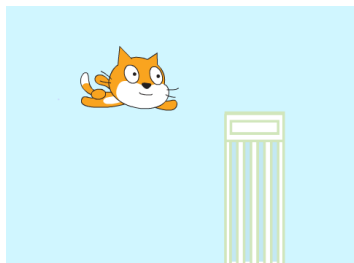
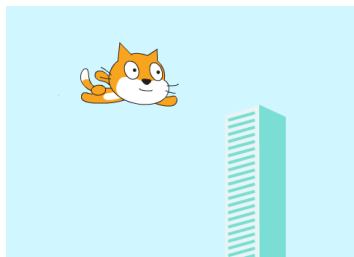
## NIPP

x on tegelase asukoht taustal vasakult servast paremale.



# Muuda välimust

Lisa erinevaid liikuvaid objekte.

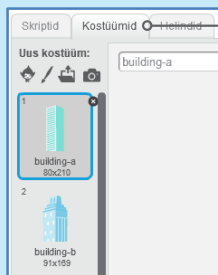
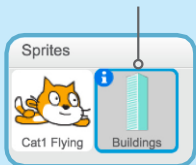


# Muuda välimust

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## 1) SPRAIDI KOSTÜÜMIDE LISAMINE

Klõpsa majale.



Siis klõpsa  
"Kostüümid",  
et näha  
erinevaid maju.

## 2) LISA SEE KOOD



Klõpsa nupule



Lisa see tükk  
majade  
vahetumiseks.

## 3) KATSETA!

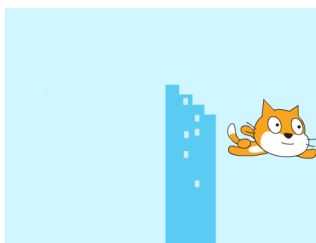
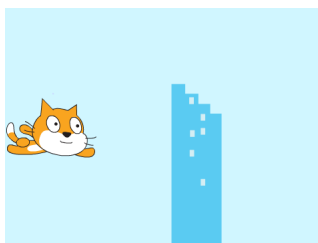
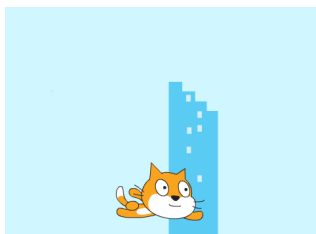
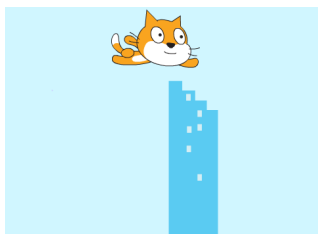
Klõpsa alustamiseks rohelist lippu





# Nooltega liikumine

Pane oma tegelane lendama  
noolenuppudega.

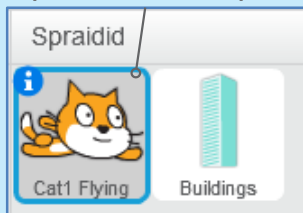


# Nooltega liikumine

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## 1) SPRAIDI VALIMINE

Klõpsa oma lendavale spraidile.



## 2) LISA SEE KOOD

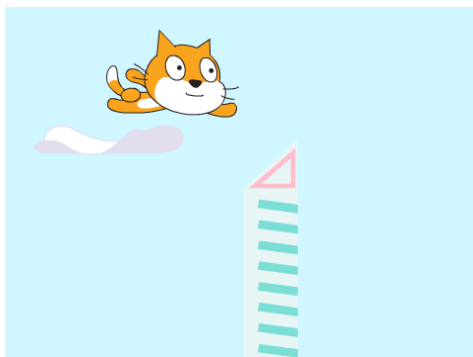
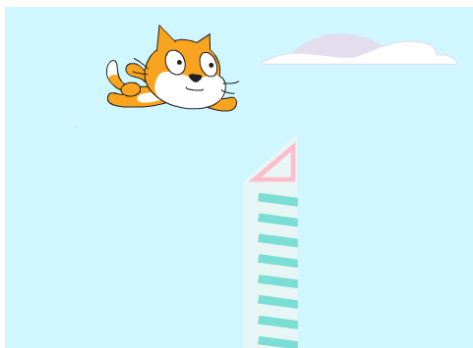
The image displays four Scratch code blocks arranged in a 2x2 grid. Each block starts with a 'kui vajutatakse klahvi' (when key pressed) trigger block, followed by a 'muuda' (change) block. The top-left block has a dropdown menu set to 'ülesnool' (up arrow) and a 'muuda y 10 võrra' (change y by 10) block. The top-right block has a dropdown menu set to 'allanool' (down arrow) and a 'muuda y -10 võrra' (change y by -10) block. The bottom-left block has a dropdown menu set to 'vasaknool' (left arrow) and a 'muuda x -10 võrra' (change x by -10) block. The bottom-right block has a dropdown menu set to 'nool paremale' (right arrow) and a 'muuda x 10 võrra' (change x by 10) block.

## 3) KATSETA!

Vajuta klaviatuuril noolenuppe ja vaata, kuidas tegelane liigub.

# Hõljuvad pilved

Pane pilved taevas hõljuma!



# Hõljuvad pilved

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## 1) SPRAIDI LISAMINE



Otsi kategooriast "Lendamine" üles pilved ("Clouds").

## 2) LISA SEE KOOD



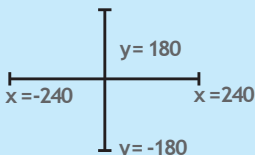
Lohista tükk **juhuarv ...**  
tüki **pane y... sisse**.



Trüki 180, et pilved  
tekiks ekraani  
ülemisse osasse.

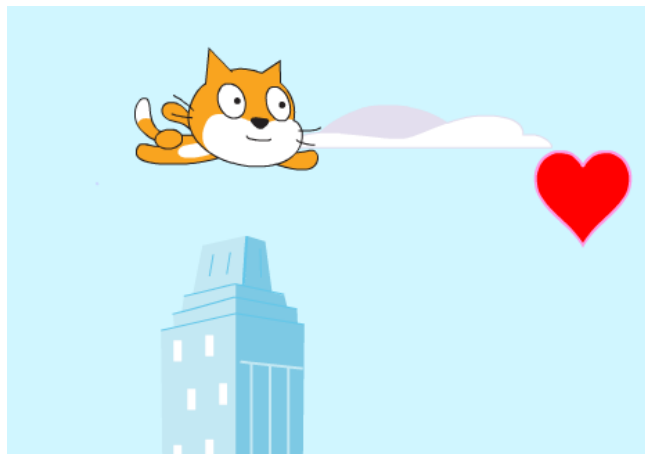
## NIPP

y on asukoht taustal ülemisest servast alumiseni.



# Lendavad südamed

Lisa südamed või mud lendavad objektid, mida tuleb mängus koguda.



# Lendavad südamed

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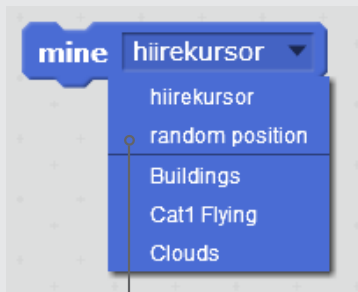
## 1) SPRAIDI LISAMINE



Vali uus sprait nagu näiteks süda.



## 2) LISA SEE KOOD



Vali menüüst "random position".



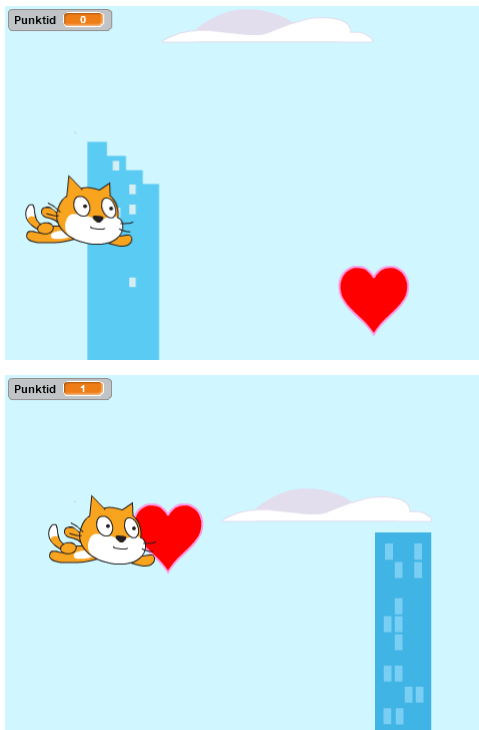
## 3) KATSETA!

Klõpsa alustamiseks rohelisele lipule.



# Kogu punkte

Lisa punkt iga kord, kui  
saad südame kätte.

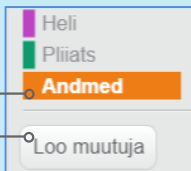


# Kogu punkte

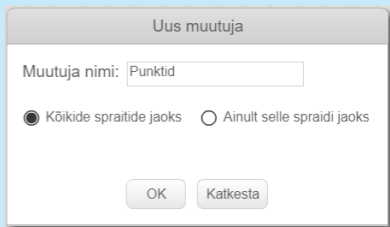
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## 1) MUUTUJA LISAMINE

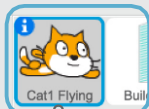
Vali "Andmed"



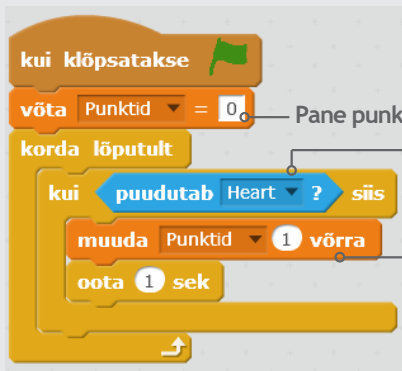
Klõpsa "Loo muutuja"



Pane muutuja nimeks "Punktid" ja klõpsa "OK"



Klõpsa enda lendavale spraidile.



Pane punktid alguses nulli.

Vali menüüst "Heart"

Lisa 1 punkt.

## 3) KATSETA!

Klõpsa alustamiseks rohelisele lipule.

