

# Mars Helicopter Video Game

Για το ελικόπτερο γράψτε τις παρακάτω εντολές.

The image displays three Scratch code snippets for a Mars Helicopter game. The first snippet on the left is a 'when green flag clicked' event that sets the helicopter's position to x: -191 and y: -144, and its direction to 90 degrees. It then enters a 'forever' loop with four conditional branches: 'up arrow' increases y by 2, 'down arrow' decreases y by 2, 'right arrow' increases x by 2, and 'left arrow' decreases x by 2. The second snippet on the top right is another 'when green flag clicked' event that enters a 'forever' loop. It checks if a 'timer' variable is 0; if so, it plays a 'Game Over' sound for 1 second and stops all sounds. It also checks if the helicopter touches the 'ground' layer; if so, it plays a 'Launch complete' sound for 0.2 seconds and stops all sounds. The third snippet on the bottom right is a 'when green flag clicked' event that sets a 'timer' variable to 20, enters a 'repeat until' loop to reset the timer to 0, and then plays a 'wait' sound for 1 second before decreasing the timer by 1.

```
when green flag clicked
  go to x: -191 y: -144
  set direction to 90
  forever loop
    if key pressed: up arrow
      change y by 2
      next costume
    if key pressed: down arrow
      change y by -2
      next costume
    if key pressed: right arrow
      change x by 2
      next costume
    if key pressed: left arrow
      change x by -2
      next costume

when green flag clicked
  forever loop
    if timer = 0
      play sound: Game Over for 1 seconds
      stop all sounds
    if touches ground
      play sound: Launch complete for 0.2 seconds
      stop all sounds

when green flag clicked
  set timer to 20
  repeat until timer = 0
  play sound: wait for 1 seconds
  change timer by -1
```