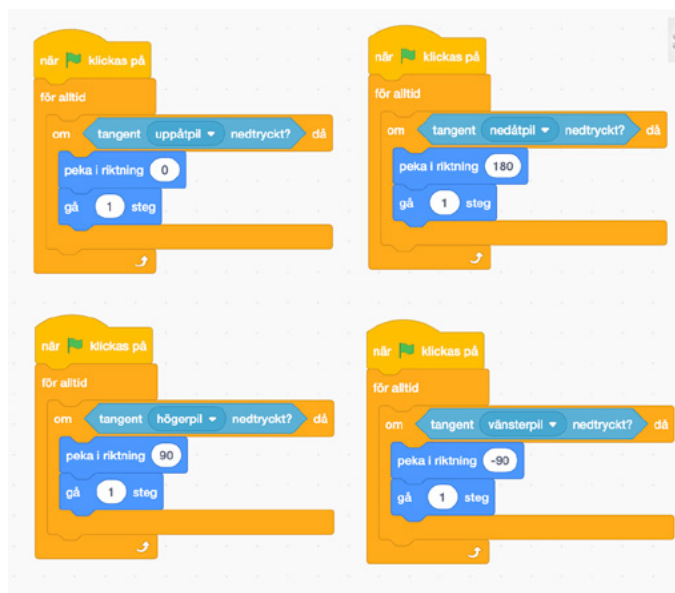


## KODEN PÅ "ROVER-SPRAJTEN"



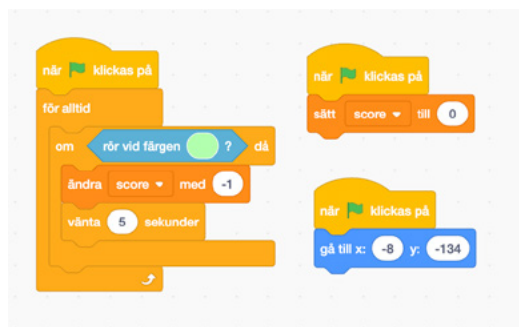
Four Scratch code blocks for the rover's movement. Each block starts with a 'when clicked' event, followed by a 'forever' loop. Inside the loop, an 'if' statement checks for a specific key press. If pressed, the rover is rotated and then moves one step.

- Block 1: If 'up arrow' is pressed, rotate 0 degrees, then move 1 step.
- Block 2: If 'down arrow' is pressed, rotate 180 degrees, then move 1 step.
- Block 3: If 'right arrow' is pressed, rotate 90 degrees, then move 1 step.
- Block 4: If 'left arrow' is pressed, rotate -90 degrees, then move 1 step.



Two Scratch code blocks for the timer and game over logic. The first block sets a timer to 30 seconds and decrements it every second. The second block checks if the timer reaches 0, and if so, says 'Game over!' and stops the game.

- Block 1: Set timer to 30, then loop: wait 1 second, then change timer by -1.
- Block 2: If timer = 0, say 'Game over!' and stop all.



Two Scratch code blocks for score and position. The first block checks if a green flag is clicked, and if so, decreases the score by 1 and waits 5 seconds. The second block sets the score to 0 and moves the rover to coordinates (-8, -134) when clicked.

- Block 1: If green flag clicked, change score by -1, then wait 5 seconds.
- Block 2: Set score to 0, then when clicked, move to x: -8, y: -134.

## KODEN PÅ "STJÄRN-SPRAJTARNA"



Scratch code for the star's movement. It starts with a 'when clicked' event, then shows the star. A 'forever' loop contains an 'if' statement that checks if the star is at the 'Dark\_Mars\_Rover\_resized\_48x36' position. If true, it changes the score by 1 and then hides the star.

- Block 1: When clicked, show star.
- Block 2: Forever loop: If 'Dark\_Mars\_Rover\_resized\_48x36' is clicked, change score by 1, then hide star.