

Membuat Game Kucing Lompat

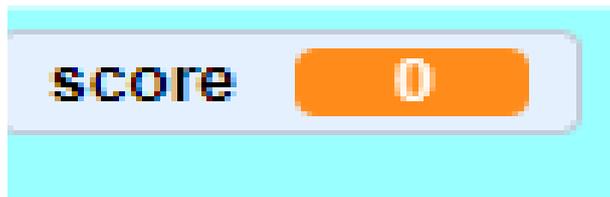
1. Tambahkan backdrop Blue Sky
2. Tambahkan sprite crab
3. Posisikan sprite crab pada $x=250$ dan $y=-150$ dan $size=50$



4. Posisikan sprite cat pada $x= -184$ dan $y=-115$



5. Tambahkan variabel baru beri nama: score



6. Tambahkan kode berikut pada sprite cat

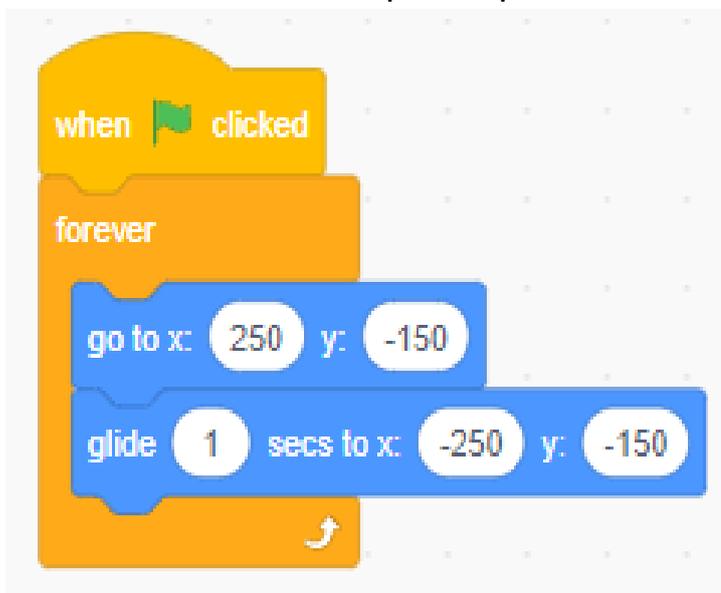


```
when green flag clicked
  go to x: -184 y: -115
  set score to 0
  forever loop
    next costume
    wait 0.1 seconds

when space key pressed
  glide 0.3 secs to x: -120 y: 20
  glide 0.3 secs to x: -120 y: -120
  change score by 1
```

The image shows two Scratch code blocks for a cat sprite. The first block starts with a 'when green flag clicked' event, followed by a 'go to x: -184 y: -115' block, a 'set score to 0' block, and a 'forever' loop containing 'next costume' and 'wait 0.1 seconds' blocks. The second block starts with a 'when space key pressed' event, followed by two 'glide' blocks (0.3 secs to x: -120 y: 20 and 0.3 secs to x: -120 y: -120), and a 'change score by 1' block.

7. Tambah Kode berikut pada sprite crab



```
when green flag clicked
  forever loop
    go to x: 250 y: -150
    glide 1 secs to x: -250 y: -150
```

The image shows a Scratch code block for a crab sprite. It starts with a 'when green flag clicked' event, followed by a 'forever' loop containing 'go to x: 250 y: -150' and 'glide 1 secs to x: -250 y: -150' blocks.

8. Tambahkan kode berikut pada sprite cat

