

野球ゲーム



- ①ネコ（ピッチャー）のプログラムはありません。
- ②バッターのプログラム

A Scratch code block for the pitcher. It starts with a yellow 'when space key is pressed' block, followed by a 'send message' block, a 'repeat 4 times' loop containing a 'change to next costume' block, and a 'wait 0.1 seconds' block.

- ③ボールのプログラム

A Scratch code block for the ball. It starts with a 'when clicked' block containing a 'hide' block. This is followed by a 'when message received' block. Inside this block, there is a 'repeat until' loop with 'edge' as the condition, containing a 'change color' block and a 'turn 180 degrees' block. Outside the loop, there is a 'when right arrow key is pressed' block containing a 'turn 90 degrees' block, a 'show' block, a 'move 1 step' block, another 'repeat until' loop with 'edge' as the condition containing a 'move 10 steps' block, and finally a 'hide' block.