

Ball Sprite

when left arrow key pressed
turn 5 degrees

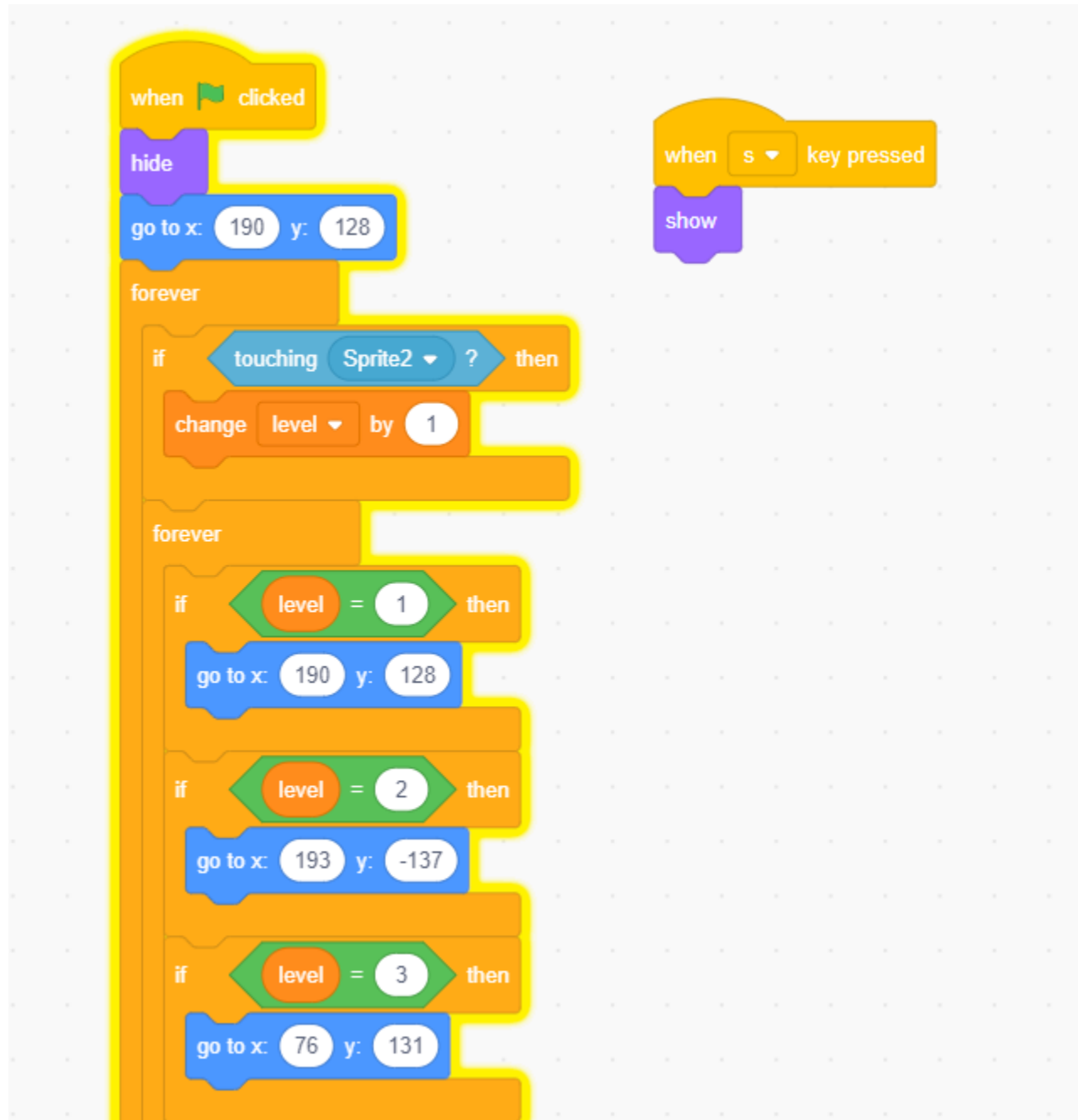
when right arrow key pressed
turn 5 degrees

when s key pressed
show

when clicked
hide
if on edge, bounce
set score to 0
switch costume to ball1
set level to 1
go to x: -169 y: -157
point in direction 0
forever
if color is touching ? then
if angle of ball > 0 then
change x by 0 - angle
if touching hole ? then
hide
point in direction angle
set Velocity to 0
wait 2 seconds
change level by 1
go to x: -169 y: -157
show

when space key pressed
switch costume to ball2
change score by 1
set Velocity to 20
repeat until Velocity < .1
move Velocity steps
if color is touching ? then
move Velocity * -1 steps
point in direction 180 - direction
move Velocity steps
if color is touching ? then
move Velocity * -1 steps
point in direction direction + 180
move Velocity steps
set Velocity to Velocity * 0.97
switch costume to ball1

Hole Sprite



Course Surround Sprite

