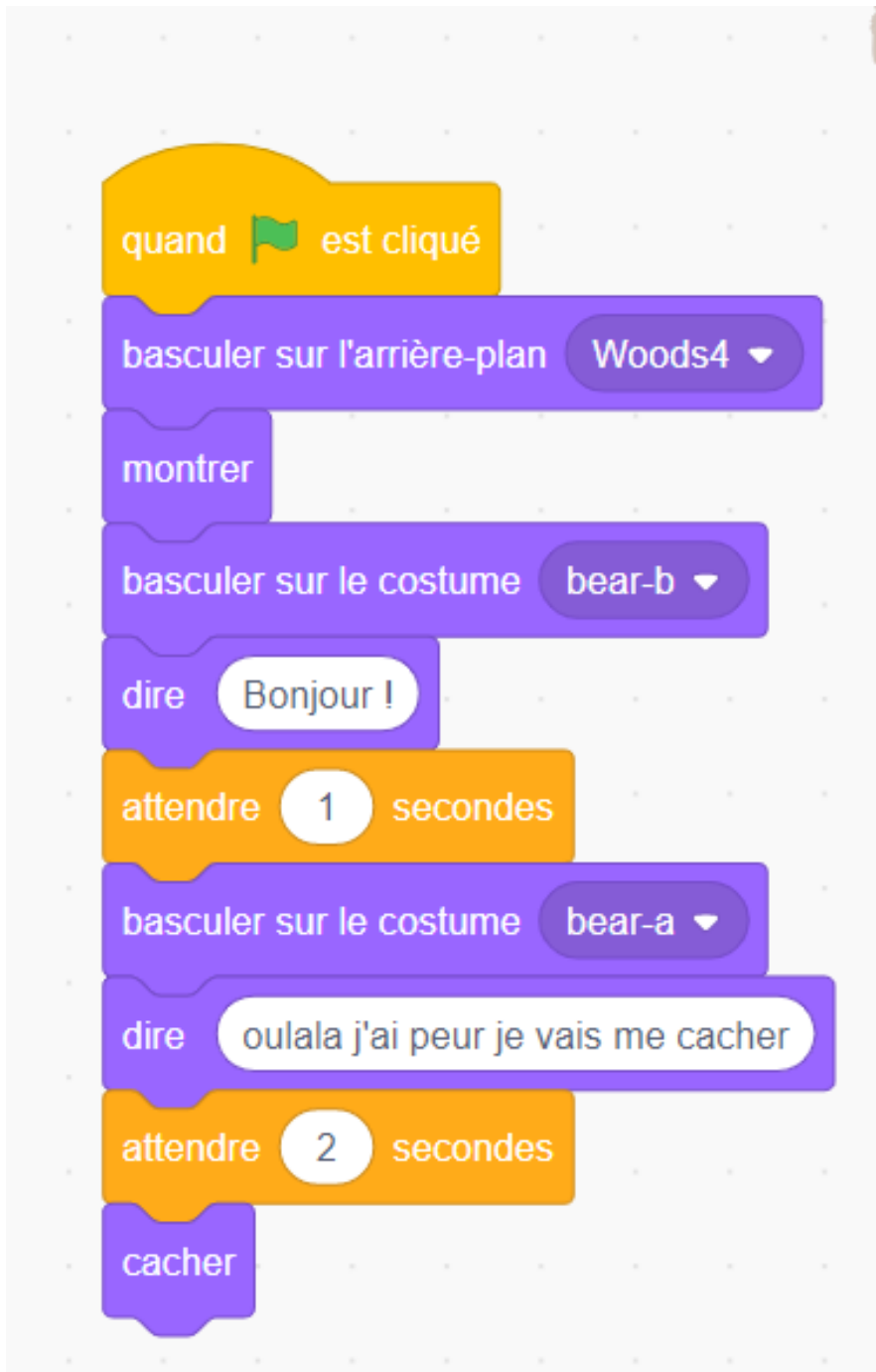

Aide-mémoire : Code Scratch

1) Code début du jeu : sprite bear



2) Code fuite de l'ours : sprite bear-walk

Pour des raisons de lisibilité nous avons dû couper le code en trois parties distinctes. Les différentes parties doivent être codées, collées les unes en dessous des autres.

The image shows a Scratch script for a bear-walk sprite, divided into three vertical columns. The script starts with a 'when green flag is clicked' event block. The first column contains: 'hide', 'wait 3 seconds', 'go to x: -184 y: -139', 'show', 'say Vite, vite for 2 seconds', 'play sound Dun Dun Dunnn', 'play sound Drum Set2', 'move 35 steps', 'change costume to bear-walk-a', 'wait 1 second', 'move 35 steps', 'change costume to bear-walk-b', 'wait 1 second', 'move 35 steps', and 'change costume to bear-walk-c'. The second column contains: 'wait 1 second', 'move 35 steps', 'change costume to bear-walk-d', 'wait 1 second', 'move 35 steps', 'change costume to bear-walk-e', 'wait 1 second', 'move 35 steps', 'change costume to bear-walk-f', 'wait 1 second', 'change costume to bear-walk-g', 'wait 1 second', 'move 35 steps', and 'change costume to bear-walk-h'. The third column contains: 'wait 1 second', 'move 35 steps', 'change costume to bear-walk-a', 'wait 1 second', 'move 35 steps', 'change costume to bear-walk-h', 'wait 1 second', 'move 35 steps', 'change costume to bear-walk-b', 'wait 1 second', 'move 35 steps', 'change costume to bear-walk-c', 'wait 1 second', 'hide', 'stop all sounds', 'change background to Forest', and 'send message to all phase 2'.