PACMAN GAME CODING

Pacman moves up, down, left and right and not cross the wall
Food Coding

Ghost Coding
Lives and Countdown Coding

when flag clicked
set countdown to 30
forever
wait 1 secs
change countdown by -1
if countdown = 0
say Time out for 2 secs
stop all

when flag clicked
set lives to 0
forever
if touching dragon
change lives by -1
wait 1 secs
if lives = 0
say Game over for 2 secs
stop all
TENNIS BALL CODING

Ball Coding

when [ ] clicked
point in direction 157
forever
move 10 steps
if on edge, bounce
if [ ] touching Racket2
point towards Racket2
change [ ] Score 1 by 1
turn [ ] 15 degrees
if on edge, bounce
if [ ] touching Racket1
point towards Racket1
change [ ] Score 2 by 1
turn [ ] 30 degrees
default
when [ ] clicked
forever
if [ ] touching color 3 or [ ] touching color 6
say [ ] "game over for 2 secs"
stop all
Racket Coding

When ← key pressed
change y by 40
if on edge, bounce

When → key pressed
change y by -40

When clicked
set Score 2 to 0
if touching Sprite2
change Score 2 by 1

When up arrow key pressed
change y by 10
if on edge, bounce

When down arrow key pressed
change y by -10

When clicked
set Score 1 to 0
if touching Sprite1
change Score 1 by 1

New sprite:
SNAKE GAME
Snake Food Coding

when clicked
show
go to x: -2 y: 59
set score to 0
forever
if touching Sprite5
hide
change score by 1
wait 0.5 secs
set x to pick random -235 to 235
set y to pick random -175 to 175