



Script Auto

The 'Script Auto' section contains four Scratch scripts:

- Script 1:** Starts with 'quando si clicca su' (when green flag clicked), followed by 'porta punteggio a 0' (set score to 0), 'punta in direzione 90' (point in direction 90), and 'vai a x: 0 y: 72' (go to x: 0 y: 72).
- Script 2:** Starts with 'quando ricevo VIA!!!!' (when I receive VIA!!!!), followed by a 'per sempre' (forever) loop containing 'punta verso puntatore del mouse' (point towards mouse pointer), a 'se distanza da puntatore del mouse > 10 allora' (if distance from mouse pointer > 10 then) block, and 'fai 5 passi' (move 5 steps).
- Script 3:** Starts with 'quando si clicca su' (when green flag clicked), followed by a 'per sempre' (forever) loop containing a 'se il colore [yellow] sta toccando il colore [blue] allora' (if yellow color is touching blue color then) block, 'cambia punteggio di -1' (change score by -1), and 'fai -5 passi' (move -5 steps).
- Script 4:** Starts with 'quando si clicca su' (when green flag clicked), followed by a 'per sempre' (forever) loop containing a 'se il colore [yellow] sta toccando il colore [red] allora' (if yellow color is touching red color then) block, and 'cambia punteggio di 2' (change score by 2).

Script Semaforo

The 'Script Semaforo' section contains one Scratch script:

- Script 1:** Starts with 'quando si clicca su' (when green flag clicked), followed by 'passa al costume rosso' (switch costume to rosso), 'attendi 2 secondi' (wait 2 seconds), 'passa al costume verde' (switch costume to verde), and 'invia a tutti VIA!!!! e attendi' (broadcast VIA!!!! to all and wait).

The 'Nuovo costume' (New costume) editor shows two costumes:

- Costume 1:** A traffic light with two red lights. Name: rosso, Size: 88x57.
- Costume 2:** A traffic light with two green lights. Name: verde, Size: 88x57.

Script Stage

The 'Script Stage' section contains one Scratch script:

- Script 1:** Starts with 'quando ricevo VIA!!!!' (when I receive VIA!!!!), followed by 'porta tempo a 30' (set time to 30), 'azzera cronometro' (reset stopwatch), and a 'per sempre' (forever) loop containing 'porta tempo a arrotonda 30 - cronometro' (set time to round 30 - stopwatch), a 'se tempo < 0 allora' (if time < 0 then) block, 'porta tempo a 0' (set time to 0), and 'arresta tutto' (stop everything).