

Bendy Snake Solution



Extra challenge 3

```
when green flag clicked
  set size to 50 %
  clear
  forever
    point towards mouse-pointer
    move 0.05 * distance to mouse-pointer steps
    point in direction 90
    set size to 15 + 0.25 * distance to mouse-pointer %
    if key space pressed? then
      stamp
```

```
when green flag clicked
  forever
    wait 0.1 secs
    if key c pressed? then
      next costume
```

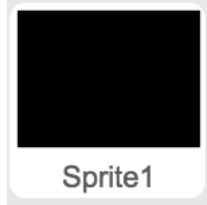


```
when green flag clicked
  forever
    set x to -1 * x position of Ball
    set y to -1 * y position of Ball
    set size to size of Ball %
    if key space pressed? then
      stamp
```

```
when green flag clicked
  forever
    wait 0.1 secs
    if key c pressed? then
      next costume
```

Extra Challenge 3

Extra Challenge 1 - fading



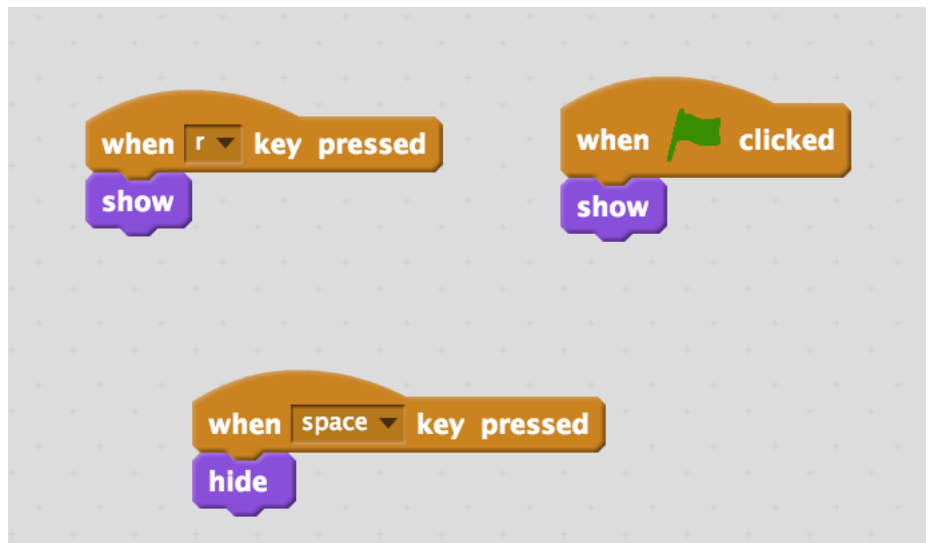
```
when green flag clicked
  set ghost effect to 99
  forever loop
    go to x: 0 y: 0
    if key f pressed? then
      stamp
  
```

when r key pressed
clear

Extra Challenge 2

Extra Challenge 4 - Splash

BENDY SNAKE
Hold [Space] to draw
Press [R] to reset
Hold [F] to Fade
Hold [C] to be stripy



```
when r key pressed
  show

when green flag clicked
  show

when space key pressed
  hide
```