

Tron-Solution

Blue sprite

The image displays the Scratch project editor for a Tron game. The main stage is a black rectangle with a red border, containing a blue dot (the blue sprite) and a green dot (the green sprite). The blue sprite is currently selected, and its coordinates are shown as x: 240, y: -180. The Sprites panel on the left shows two sprites: Sprite 1 (blue dot) and Sprite 2 (green dot). The Scripts panel on the right contains the following code blocks:

- when clicked: switch costume to costume1
- go to x: -200 y: 0
- point in direction: 0
- clear
- set pen size to: 4
- pen down
- set pen color to: blue
- forever loop:
 - move 2 steps
 - if color is touching red? then:
 - switch costume to costume2
 - stop all
 - if color is touching blue? then:
 - switch costume to costume2
 - stop all
 - if color is touching green? then:
 - switch costume to costume2
 - stop all

At the bottom of the stage, there are three key-pressed blocks:

- when x key pressed: turn 90 degrees
- when z key pressed: turn 90 degrees
- when x key pressed: turn 90 degrees

The interface includes a menu bar (File, Edit, Tips, About), a toolbar, and a status bar at the bottom showing the current coordinates (x: 108, y: 88) and a search icon.

Green sprite

The image shows the Scratch IDE interface. At the top, the menu bar includes "Scratch", "File", "Edit", "Tips", and "About". The main stage area is a black rectangle with a red border, containing a green circle sprite and a blue circle sprite. The stage is titled "Tron" and "by dishmap (unshared)". The "Sprites" panel on the left shows "Sprite1" and "Sprite2", with "Sprite2" selected. The "New sprite:" panel shows "X: 240 Y: 172". The "Scripts" panel on the right shows a "when clicked" block followed by a "switch costume to costume1" block. The "Motion" panel shows a "move 10 steps" block. The "Looks" panel shows a "set pen size to 4" block. The "Sound" panel shows a "pen down" block. The "Data" panel shows a "set pen color to" block. The "Events" panel shows a "when left arrow key pressed" block. The "Costumes" panel shows a "when right arrow key pressed" block. The "Sounds" panel shows a "turn 90 degrees" block. The "Operators" panel shows a "color is touching" block. The "Control" panel shows a "forever" loop containing a "move 2 steps" block, an "if color is touching" block, a "switch costume to costume2" block, a "stop all" block, another "if color is touching" block, a "switch costume to costume2" block, a "stop all" block, and a "switch costume to costume2" block. The "More Blocks" panel shows a "set rotation style" block. The "Backpack" panel is visible at the bottom left. The "Save now" button is at the bottom right.