

```
when clicked
  forever
    if backdrop number = 3 then
      if touching color black ? then
        go to x: -200 y: 168
        broadcast n
      else
        if touching color black ? then
          go to x: 190 y: -140
          broadcast n
```

Quand touche un mur

```
when clicked
  forever
    if costume name = 0 then
      broadcast g
```

```
when I receive g
  show
  go to x: 0 y: -35
  set size to 200 %
```

Game over

```
when clicked
  forever
    if key up arrow pressed? then
      change y by 2
    if key down arrow pressed? then
      change y by -2
    if key right arrow pressed? then
      change x by 2
      point in direction 90
    if key left arrow pressed? then
      change x by -2
      point in direction -90
```

Pour se déplacer

```
Pour gagner
  forever
    if x position < -204 then
      switch backdrop to images
      broadcast win
```

```
when clicked
  forever
    if x position > 200 then
      broadcast message1
      wait 0.01 seconds
      go to x: 190 y: -140
      change size by 10
      say Un de plus for 1 seconds
      stop this script
```