



# rpf.io/sunset-go



```

when clicked
  go to x: [ ] y: [ ]
  mouse x
  abs of [ ]
  mouse x
  forever
  
```



```

Events
when clicked
  
```

```

Control
when clicked
  forever
  
```

```

Motion
when clicked
  forever
  go to x: [ ] y: [ ]
  
```

```

Sensing
when clicked
  forever
  go to x: [mouse x] y: [ ]
  
```



```

Operators
when clicked
  forever
  go to x: [mouse x] y: [ ] - [ ]
  
```

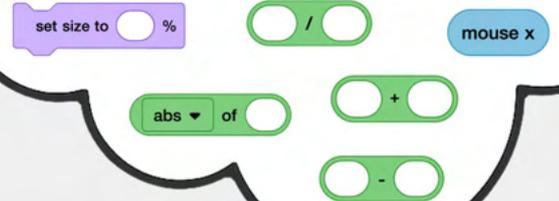
```

Motion
when clicked
  forever
  go to x: [mouse x] y: [200 - abs of [ ]]
  
```

```

when clicked
  forever
  go to x: [mouse x] y: [200 - abs of mouse x]
  
```





```
when clicked
  forever
    go to x: mouse x y: 200 - abs of mouse x
    set size to %
```

```
when clicked
  forever
    go to x: mouse x y: 200 - abs of mouse x
    set size to + %
```

50      abs of

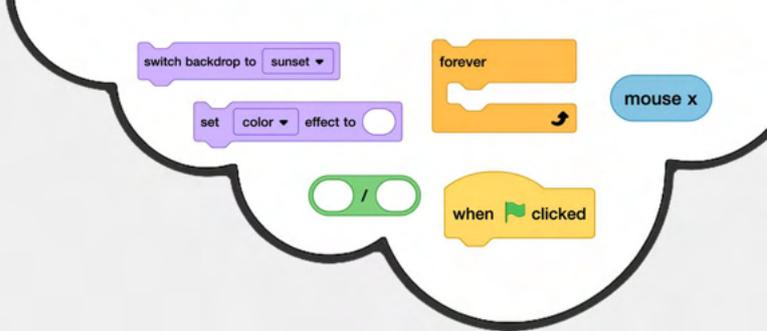
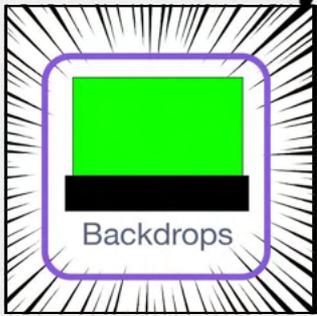
```
when clicked
  forever
    go to x: mouse x y: 200 - abs of mouse x
    set size to 50 + abs of / %
```

mouse x      4



```
when clicked
  forever
    go to x: mouse x y: 200 - abs of mouse x
    set size to 50 + abs of mouse x / 4 %
```





Events

```
when clicked
```

Looks

```
when clicked  
switch backdrop to sunset
```

Control

```
when clicked  
switch backdrop to sunset  
forever loop
```

Looks Operators

```
when clicked  
switch backdrop to sunset  
forever loop  
set color effect to
```

Sensing

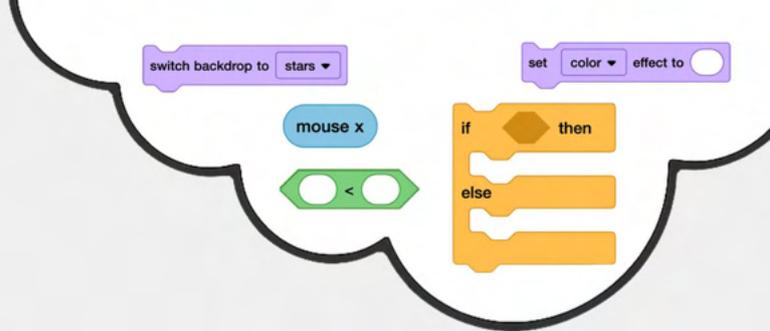
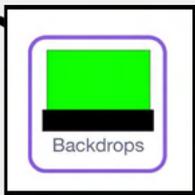
```
when clicked  
switch backdrop to sunset  
forever loop  
set color effect to / mouse x 4
```



```
when clicked  
switch backdrop to sunset  
forever loop  
set color effect to mouse x / 4
```



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**Control**

```
when clicked
  switch backdrop to sunset
  forever
    set color effect to mouse x / 4
    if then
    else
```

**Sensing Operators**

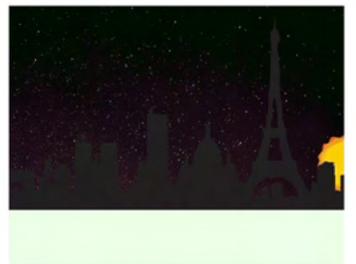
```
when clicked
  switch backdrop to sunset
  forever
    set color effect to mouse x / 4
    if mouse x < 230 then
    else
```

**Looks**

```
when clicked
  switch backdrop to sunset
  forever
    set color effect to mouse x / 4
    if mouse x < 230 then
      switch backdrop to sunset
    else
```

**Looks**

```
when clicked
  switch backdrop to sunset
  forever
    set color effect to mouse x / 4
    if mouse x < 230 then
      switch backdrop to sunset
    else
      switch backdrop to stars
```





```

set color effect to [ ]
mouse x
when clicked
clear graphic effects
set brightness effect to 100
if < then
else
  
```

Events

```

when clicked
  
```

Control

```

when clicked
  forever
    
```

Control

```

when clicked
  forever
    if then
    else
  
```

Operators Sensing

```

when clicked
  forever
    if > then
    mouse x
    230
  
```

Looks

```

when clicked
  forever
    if mouse x > 230 then
      set brightness effect to 100
    else
  
```

Looks

```

when clicked
  forever
    if mouse x > 230 then
      set brightness effect to 100
      set color effect to 255
    else
  
```

Looks

```

when clicked
  forever
    if mouse x > 230 then
      set brightness effect to 100
      set color effect to 255
    else
      clear graphic effects
  
```





when space key pressed

switch costume to

answer

set color effect to

ask and wait

Events

when space key pressed

Sensing

when space key pressed

ask and wait

Which city?

Looks Sensing

when space key pressed

ask Which city? and wait

switch costume to

answer

when space key pressed

ask Which city? and wait

switch costume to answer





when up arrow key pressed

pick random to

switch costume to

Events

when up arrow key pressed

Looks

when up arrow key pressed

switch costume to

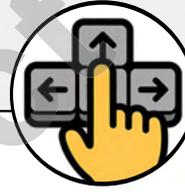
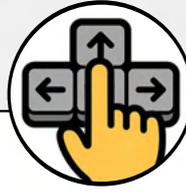
Operators

when up arrow key pressed

switch costume to pick random to

1

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Beta Feedback



```
when down arrow key pressed
```

```
costume name
```

```
Events  
when down arrow key pressed
```

```
Looks  
when down arrow key pressed  
say for seconds
```

```
when down arrow key pressed  
say costume name for 1 seconds
```

```
number  
✓ name
```

