

Scratch Project Editor interface showing a project titled "Frank & de onbewoonde eilanden_oplossing". The project is in the "Scripts" tab, displaying a complex logic script for a game.

Project Details:

- Project Name: Frank & de onbewoonde eilanden_oplossing
- URL: https://scratch.mit.edu/projects/editor/?tip_bar=home
- Language: Dutch

Script Logic:

```
when green flag clicked
  set everything to 0
  repeat
    if (how many times clicked) = 1 then
      if (arrow up pressed) then
        if (y position < 130) then
          stop
        else
          if (arrow down pressed) then
            if (y position > -130) then
              stop
            else
              if (arrow right pressed) then
                if (x position < 190) then
                  stop
                else
                  if (arrow left pressed) then
                    if (x position > -190) then
                      stop
                    else
                      move towards mouse cursor
                end if
            end if
          end if
        end if
      end if
    end if
  end repeat

  when spacebar is clicked
    if (how many times clicked) = 1 then
      make a sound effect
    else
      make a sound effect
    end if

  define: set everything to 0
    make a sound effect
    go to foreground
    go to x: 0 y: 0
    set direction to 90 degrees
    make a sound effect
    send signal scroll background

  define: move towards mouse cursor
    set direction to mouse cursor
    if not (touch mouse cursor?) then
      stop
    end if

  when mouse cursor is clicked
    if (how many times clicked) = 1 then
      make a sound effect
    else
      make a sound effect
    end if
```

Sprite and Background:

- Sprite: Frank (a small character)
- Background: A map of an island with a green area and a blue area.

Code Blocks:

- Scripts: when green flag clicked, set everything to 0, repeat, if (how many times clicked) = 1 then, if (arrow up pressed), if (y position < 130) then, stop, if (arrow down pressed), if (y position > -130) then, stop, if (arrow right pressed), if (x position < 190) then, stop, if (arrow left pressed), if (x position > -190) then, stop, move towards mouse cursor, when spacebar is clicked, if (how many times clicked) = 1 then, make a sound effect, else, make a sound effect, define: set everything to 0, make a sound effect, go to foreground, go to x: 0 y: 0, set direction to 90 degrees, make a sound effect, send signal scroll background, define: move towards mouse cursor, set direction to mouse cursor, if not (touch mouse cursor?) then, stop, end if, when mouse cursor is clicked, if (how many times clicked) = 1 then, make a sound effect, else, make a sound effect.
- Looks like: when green flag clicked, set everything to 0, repeat, if (how many times clicked) = 1 then, if (arrow up pressed), if (y position < 130) then, stop, if (arrow down pressed), if (y position > -130) then, stop, if (arrow right pressed), if (x position < 190) then, stop, if (arrow left pressed), if (x position > -190) then, stop, move towards mouse cursor, when spacebar is clicked, if (how many times clicked) = 1 then, make a sound effect, else, make a sound effect, define: set everything to 0, make a sound effect, go to foreground, go to x: 0 y: 0, set direction to 90 degrees, make a sound effect, send signal scroll background, define: move towards mouse cursor, set direction to mouse cursor, if not (touch mouse cursor?) then, stop, end if, when mouse cursor is clicked, if (how many times clicked) = 1 then, make a sound effect, else, make a sound effect.

