Airplane (Controls)

These are the controls needed to move your airplane.

Go to x: let's the airplane know; when the green flag is clicked, the plane will go back to its original starting position.
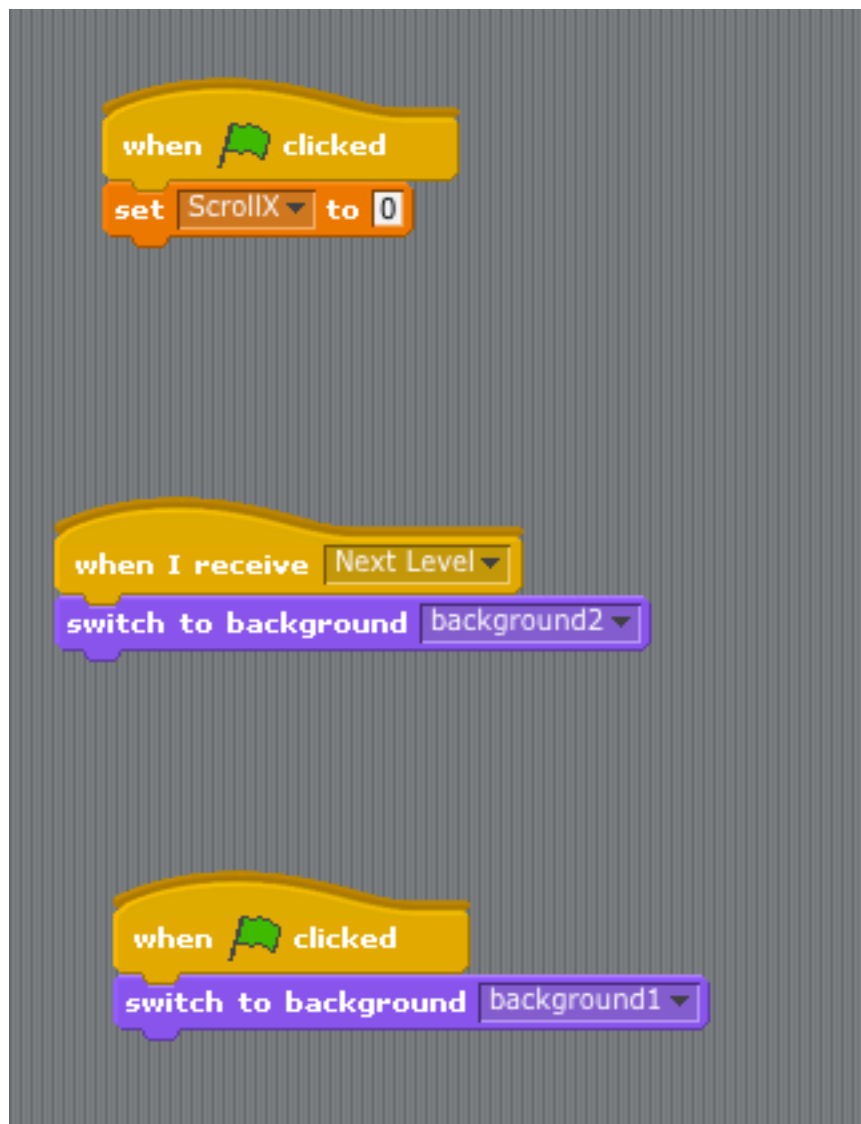
"Show" is necessary if you choose to incorporate the script that makes the game end if the plane touches the clouds. (Script to do this is on the next page)
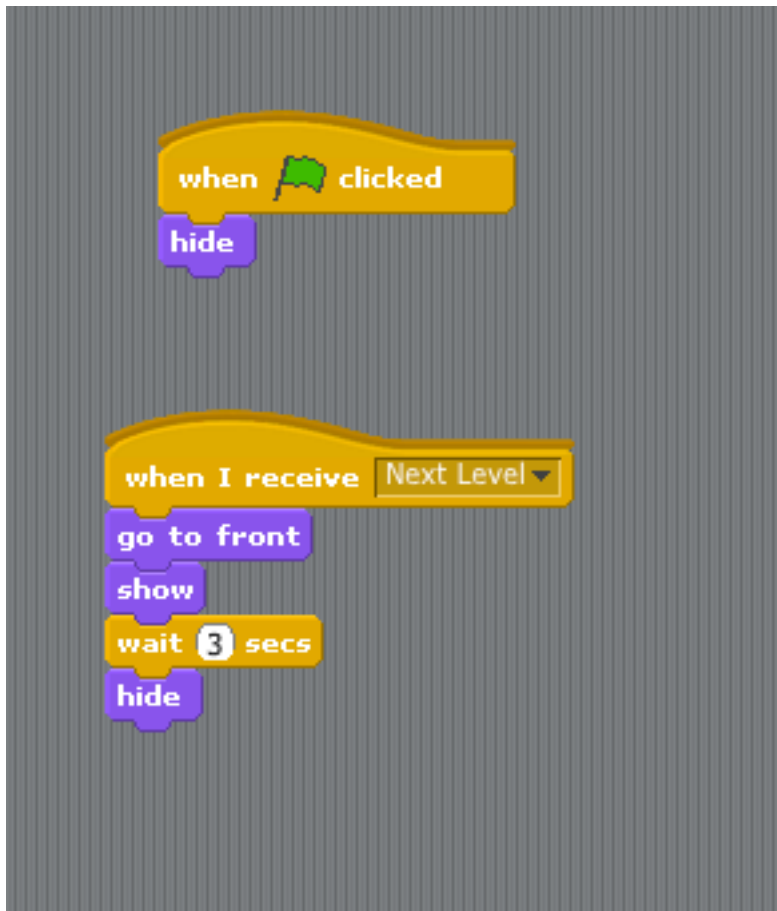
Airplane (Interactions)

The top 3 blocks are telling the game to end if the airplane hits one of the clouds (sprites 2, 3, 4).

If it makes it all the way to the finish line, "Next Level" will broadcast.

Script for Stage

```
when [flag] clicked
hide


when I receive [Next Level ▼]
go to front
show
wait 3 secs
hide
```

Next Level

In order to have a screen that congratulates you and let's you move on to the next level, you have to create a sprite.

Here is the script for that sprite.

The next level is built exactly like the first level, except you have to tell all of the characters and backgrounds you include to "hide" until "I receive" "Next Level."