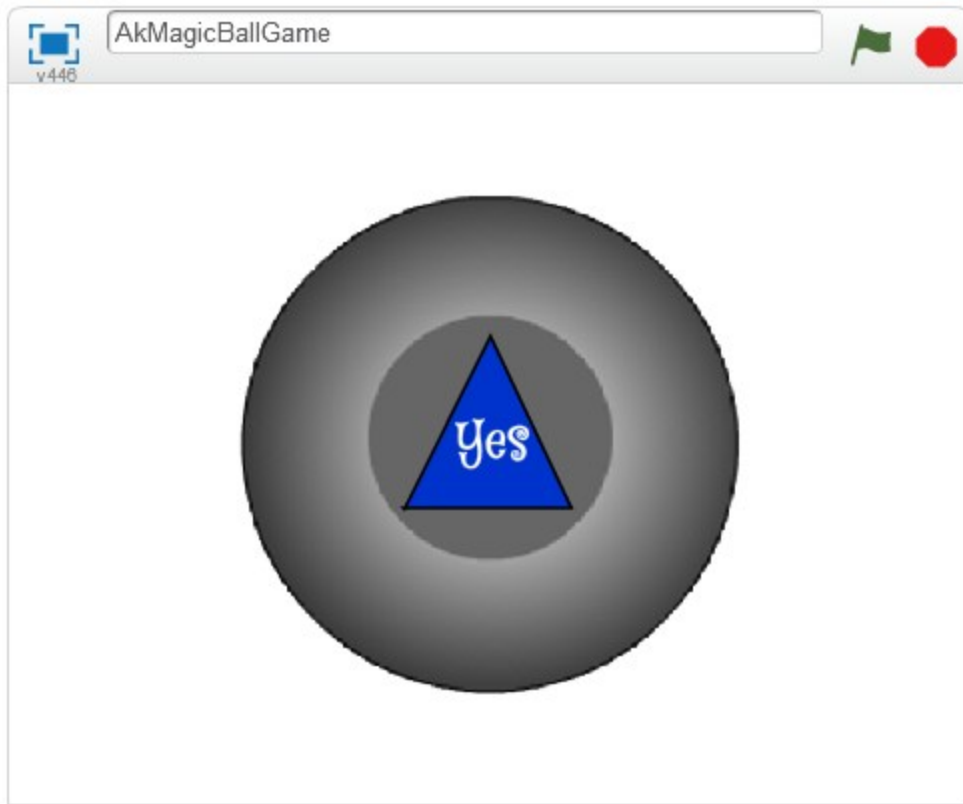


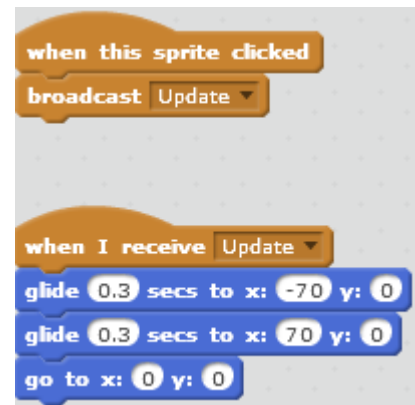
# Lesson 3. Magic Ball

**Task:** Today we will create a game Magic Ball – a ball that gives random answers (yes, no, maybe) to any question you ask.



## Step 1: Ball

1. Create a new sprite – a ball (without a triangle with answers);
2. Create a script which will broadcast an event “Update” and glide it left-right several times if clicked and then returns it to the center of the scene (0,0);
3. Check the gliding script of the ball.



## Step 2: Answers

1. Create a new sprite – answers (blue triangle) with three costumes with texts – YES, NO, MAYBE;

2. Create an invisible variable – “Answer”;
3. Create a script which launches when an “Update” event is received and which hides the ball first and then waits for 2 seconds and gives a random definition to variable “Answer” in a range from 1 to 3 and switches the answer costume depending on the variable definition;
4. Show the answer sprite in the end;
5. Add a script in order to make the ball show the answer when the triangle is pressed.



```
when green flag clicked
hide
```



```
when I receive Update
hide
go to x: 3 y: 7
wait 2 secs
set Answer to pick random 1 to 3
if Answer = 1 then
  switch costume to costume1
if Answer = 2 then
  switch costume to costume2
if Answer = 3 then
  switch costume to costume3
show
go to front

when this sprite clicked
broadcast Update
```