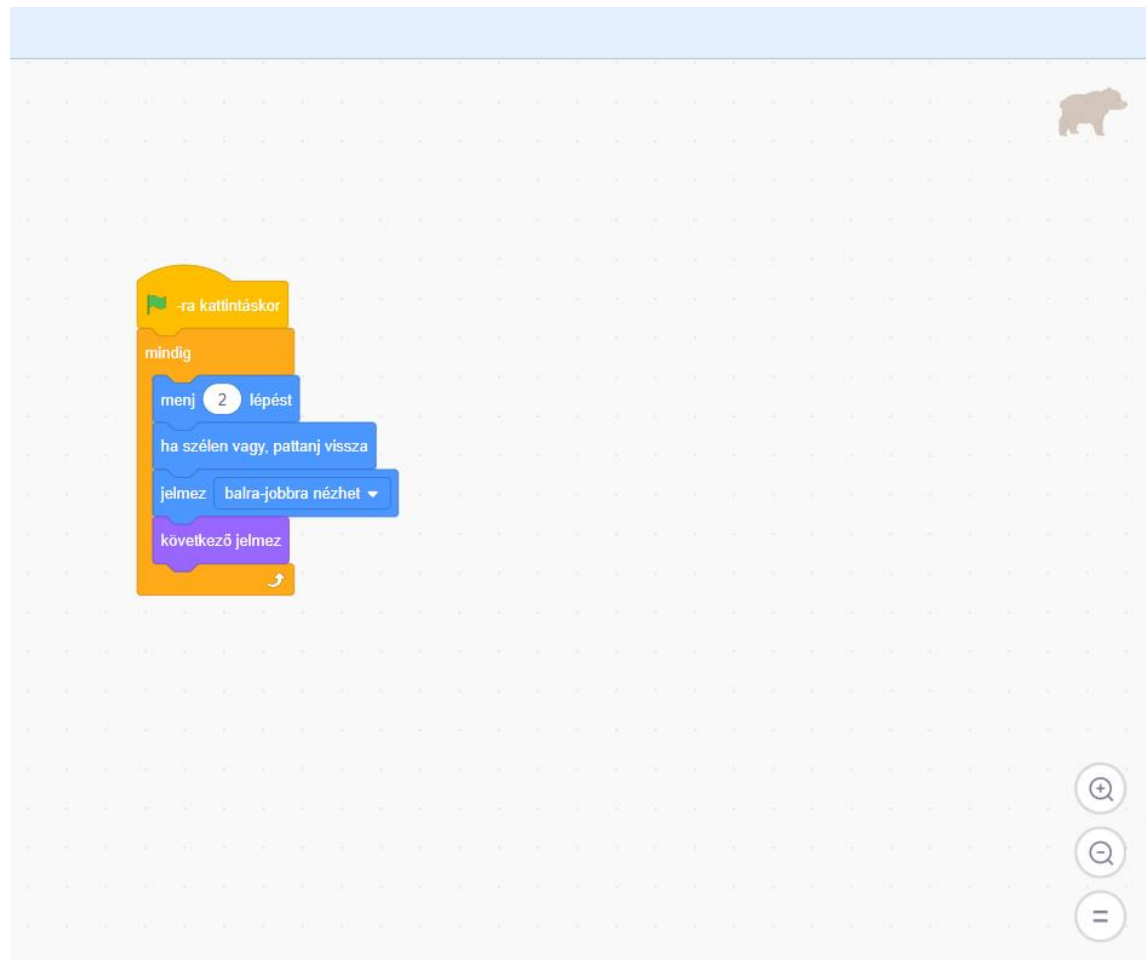


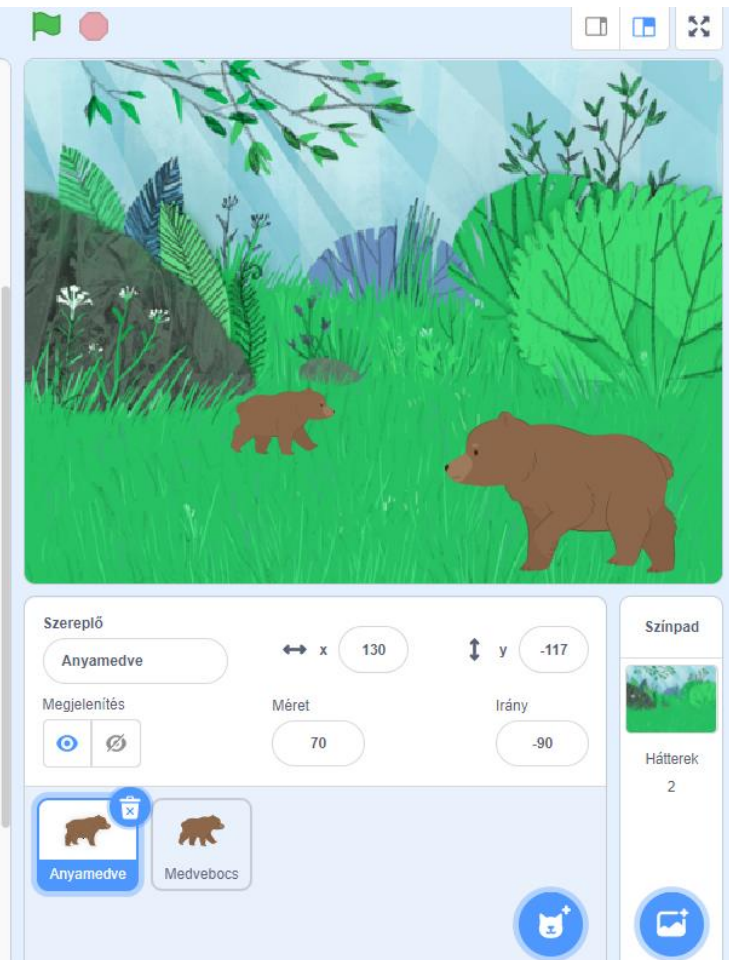
Anyamedve blokkja



The script editor shows a sequence of blocks for the 'Anyamedve' character:

- When green flag clicked (ra kattintáskor)
- Forever loop (mindig) containing:
 - Move 2 steps (menj 2 lépést)
 - If at edge, bounce back (ha szélén vagy, pattanj vissza)
 - Set costume to 'balra-jobbra nézhet' (jelmez balra-jobbra nézhet)
 - Next costume (következő jelmez)

Navigation icons (zoom in, zoom out, reset) are visible at the bottom right of the script area.



The stage displays a forest scene with two bears. The 'Anyamedve' (mother bear) is on the right, and the 'Medveboca' (cub) is on the left. The stage properties panel on the right shows the following settings:

- Szereplő (Character):** Anyamedve
- Megjelenítés (Appearance):** Visible (eye icon), Not visible (crossed-out eye icon)
- Méret (Size):** 70
- Irány (Direction):** -90
- Színpad (Stage):** Hátterek (Backgrounds) 2

Costume selection buttons for 'Anyamedve' and 'Medveboca' are shown at the bottom of the stage panel.

Medvebocs blokkjai

The image displays the Scratch script editor for a character named 'Medvebocs' (Little Bear). The workspace contains four scripts, each triggered by a 'gomb lenyomásakor' (when button clicked) event. The scripts are organized into two columns: vertical movement (top) and horizontal movement (bottom).

Vertical Movement Scripts:

- Top Left:** 'felülre nyíl' (up arrow) button. Script: 'y változzon 10' (y change by 10), 'következő jelmez' (next costume), 'ha szélén vagy, pattanj vissza' (if on edge, bounce back).
- Top Right:** 'lefelé nyíl' (down arrow) button. Script: 'y változzon -10' (y change by -10), 'következő jelmez' (next costume), 'ha szélén vagy, pattanj vissza' (if on edge, bounce back).

Horizontal Movement Scripts:

- Bottom Left:** 'jobbra nyíl' (right arrow) button. Script: 'x változzon 10' (x change by 10), 'következő jelmez' (next costume), 'ha szélén vagy, pattanj vissza' (if on edge, bounce back).
- Bottom Right:** 'balra nyíl' (left arrow) button. Script: 'x változzon -10' (x change by -10), 'következő jelmez' (next costume), 'ha szélén vagy, pattanj vissza' (if on edge, bounce back).

Character and Stage Properties:

- Szereplő (Character):** Medvebocs. Coordinates: x: -63, y: -68. Size: 30. Direction: 90. Visibility: On.
- Színpad (Stage):** Hátterek (Backgrounds): 2.

The preview window on the right shows the bear character in a forest environment. The bear is currently in the 'Medvebocs' costume, which is a small brown bear. The 'Anyamedve' (Mother Bear) costume is also visible in the character selection area.