TITLE : Twinkle v05
CREATOR : MrBraun
DESCRIPTION : GOAL: <kodu> <actuator.shoot2> <modifier.projectile.blip> to boom <pushpad>

Using <sensor.microbit> <filter.microbit.tilt> to move, <sensor.microbit> . Use button [A] to jump, and Button [B] to <actu

Using <keyboard> / <mouse>, move using <keyboard> <filter.ArrowKeys> , <keyboard> [space] to jump, <mouse> <filt

Using <gamepad> , move using <ls> , [B] Button to jump, [A] button to <actuator.shoot2>

Watch the <sensor.microbit> Display or <kodu> Say a message when a <modifier.projectile.blip> hits <kodu> or <pushpa
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Push Pad 1
   Page 1
      1   WHEN always -- DO move on path red path
      2   WHEN timer -- DO
      3   WHEN see kodu -- DO shoot missile black

Rock 1
   Page 1
      1   WHEN see pushpad not -- DO switch page 2
   Page 2
      1   WHEN timer -- DO create Push Pad 1
      2   WHEN always -- DO switch page 1

Kodu 1
   Page 1
      1   WHEN BBC micro:bit tilt -- DO move
      2   WHEN gamepad L stick -- DO move
      3   WHEN keyboard Arrows -- DO move
      4   WHEN BBC micro:bit B button -- DO jump high high high
      5   WHEN gamepad B button -- DO jump high high high
      6   WHEN keyboard Space -- DO jump high high high
      7   WHEN BBC micro:bit A button -- DO
      8   WHEN see pushpad -- DO shoot missile random
      9   WHEN gamepad A button -- DO
      10   WHEN see pushpad -- DO shoot missile random
      11   WHEN mouse left -- DO
      12   WHEN see pushpad -- DO shoot missile random
      13   WHEN shot hit pushpad -- DO score red 1 point
      14   WHEN always -- DO show pattern pattern pattern pattern pattern
      15   WHEN always -- DO say
              say verb text
              YES!
      16   WHEN shot hit me -- DO subtract red 1 point
      17   WHEN always -- DO show pattern pattern pattern pattern pattern
      18   WHEN always -- DO say
              say verb text
              NO!