

Déplacement vaisseau spatial réaliste

The image displays three Scratch scripts for a realistic spaceship movement simulation. Each script is accompanied by a yellow explanatory note.

- Script 1 (Top Left):** Starts with a 'when green flag clicked' event. It sets the costume to 'spaceship-a', moves to x: 10, y: 137, and sets 'Vitesse_x' and 'vitesse_y' to 0. It then enters an 'infinite loop' where it adds 'Vitesse_x' to x and 'vitesse_y' to y. Three conditional blocks check for key presses: 'right arrow pressed?' adds 1 to 'Vitesse_x'; 'left arrow pressed?' adds -1 to 'Vitesse_x'; 'up arrow pressed?' adds 1 to 'vitesse_y'.
- Script 2 (Top Right):** Starts with a 'when green flag clicked' event and enters an 'infinite loop' that adds -0.1 to 'vitesse_y'. The note states: 'Le vaisseau tombe constamment'.
- Script 3 (Bottom):** Starts with a 'when green flag clicked' event and enters an 'infinite loop' that checks for 'up arrow pressed?'. If true, it switches to costume 'spaceship-a2', waits 0.25 seconds, and switches back to 'spaceship-a'. The note states: 'Animation du réacteur'.

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