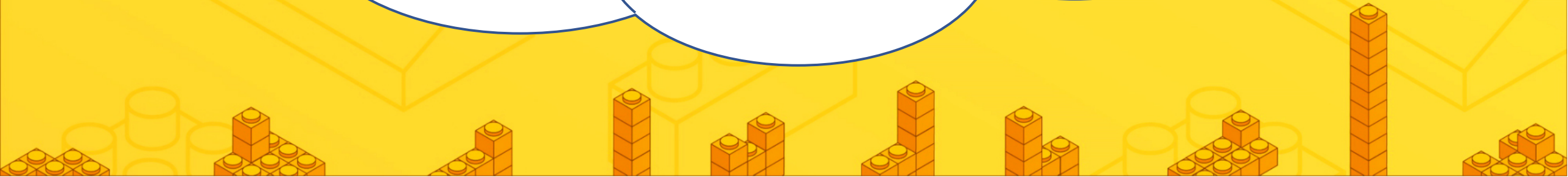




Push Box Game

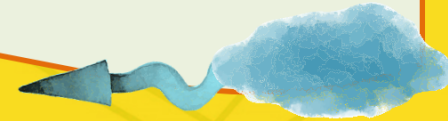


Target

- **Design a Structure to Help Carry Items**
- **Using the move and control modules learned in the last 3 lessons, complete the task of pushing the blocks to the designated position.**
- **Learn how to apply my module to create a custom move module specific to your needs.**

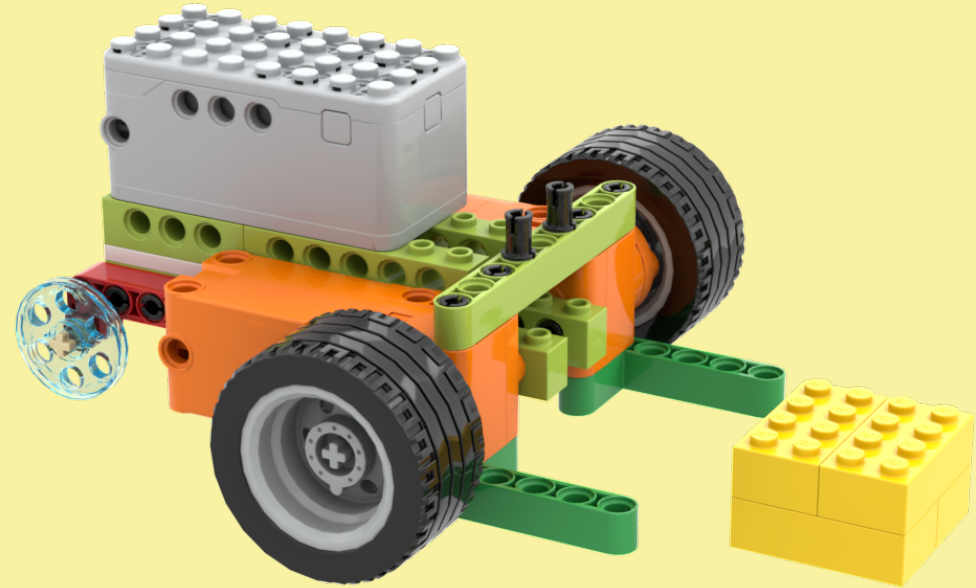
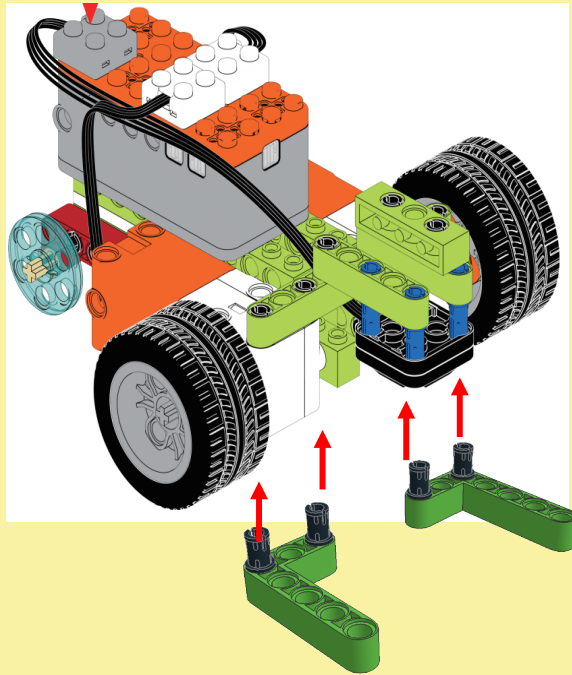


01 Assembly



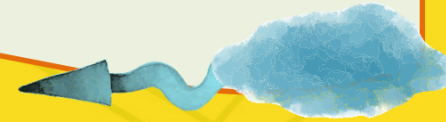
Assembly

Add a Structure to Assist in Carrying Items





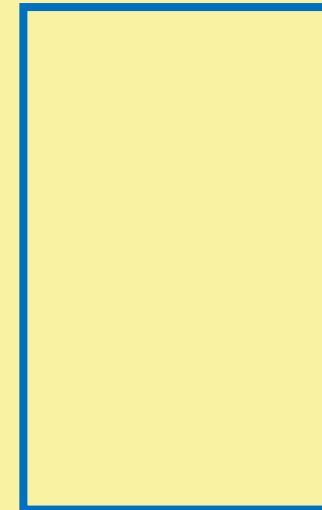
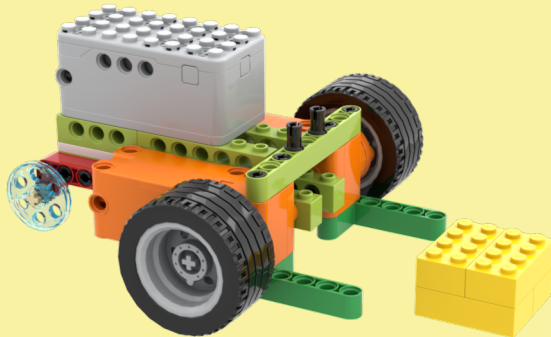
02 Task





Task

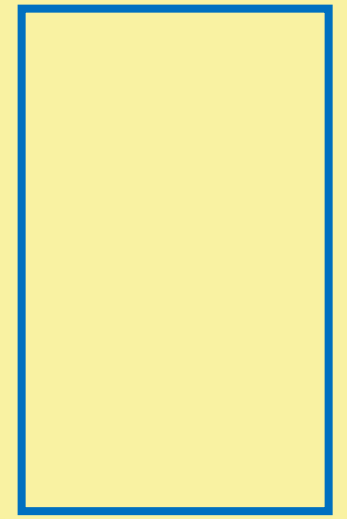
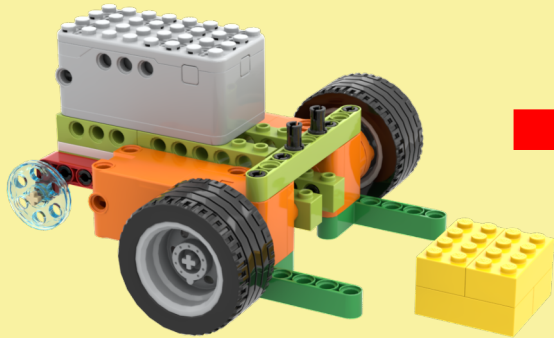
Task 1 : Carry the item





Task

Task 2 : Carry the item

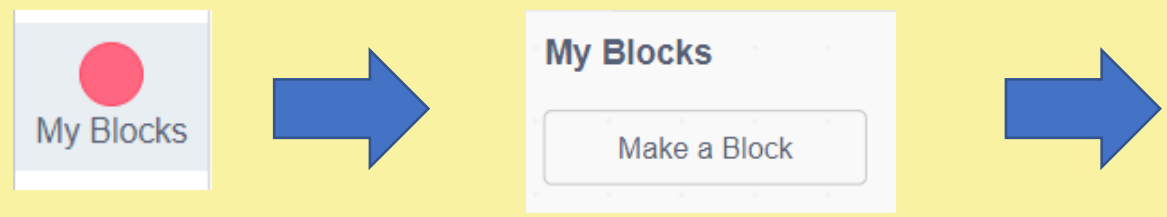




Coding Technique 1

Let's create a module that moves straight.

Note: The naming of my module and parameter names should only use English letters.



Coding Technique 1

Note: The main program must be on the right side of the module program.

```
define motor a b
  set 1# ext servo's origin
  set 2# ext servo's origin
  wait 0.1 seconds
  set 1# ext servo to rotate relative angle a degrees at 50 (0~100)% speed
  set 2# ext servo to rotate relative angle b degrees at 50 (0~100)% speed
  wait until is 1# ext servo done
  wait until is 2# ext servo done

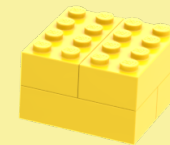
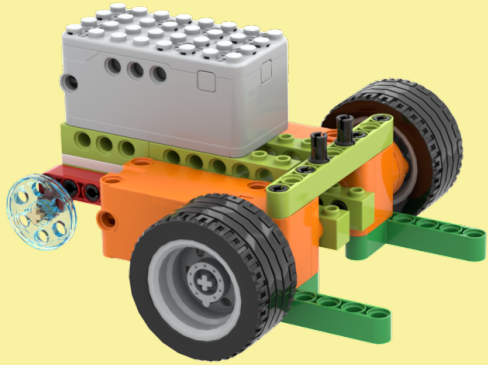
when clicked
  motor -500 500
```


The image shows a Scratch code editor with a grid background. On the left, a pink 'define' block is titled 'motor' with two input fields, 'a' and 'b'. Below it are two green 'set' blocks for servo origins, an orange 'wait' block for 0.1 seconds, two more green 'set' blocks for servo rotation angles (using 'a' and 'b' from the define block), and two orange 'wait until' blocks for servo completion. On the right, a yellow 'when clicked' block is connected to a pink 'motor' block with parameters '-500' and '500'. Red arrows point from the 'a' and 'b' fields in the define block to the corresponding angle fields in the rotation blocks.



Task

Task 3 : After retrieving the item, carry it to the designated location



```
when  clicked  
motor -500 500  
motor 215 215  
motor -500 500
```

