

2. LEVEL



```
on start
  set Pravilno to 0
  set Nepravilno to 0
  repeat 20
    set Prvo to pick random 1 to 10
    set Drugo to pick random 1 to 10
    ask Prvo X Drugo - + and wait
    if answer = Prvo * Drugo then
      change Pravilno by 1
      animate Dance
      say Pravilno - + for 4 secs
    else +
      change Nepravilno by 1
      animate Angry
      say Napačno - + for 4 secs
  if Pravilno > 12 then
    set level to Level 4
  else +
    set level to Level 3
```

The image shows a Scratch script for a game level. It starts with an 'on start' block that initializes two variables: 'Pravilno' and 'Nepravilno', both set to 0. A 'repeat' loop runs 20 times. Inside the loop, two random numbers between 1 and 10 are generated, labeled 'Prvo' and 'Drugo'. The user is asked to perform a calculation: 'Prvo X Drugo - + and wait'. The script then checks the user's answer. If the answer is 'Prvo * Drugo', the 'Pravilno' variable is increased by 1, the character animates 'Dance', and the text 'Pravilno - +' is displayed for 4 seconds. If the answer is anything else, the 'Nepravilno' variable is increased by 1, the character animates 'Angry', and the text 'Napačno - +' is displayed for 4 seconds. After the loop, the script checks if 'Pravilno' is greater than 12. If so, the level is set to 'Level 4'. Otherwise, the level is set to 'Level 3'.