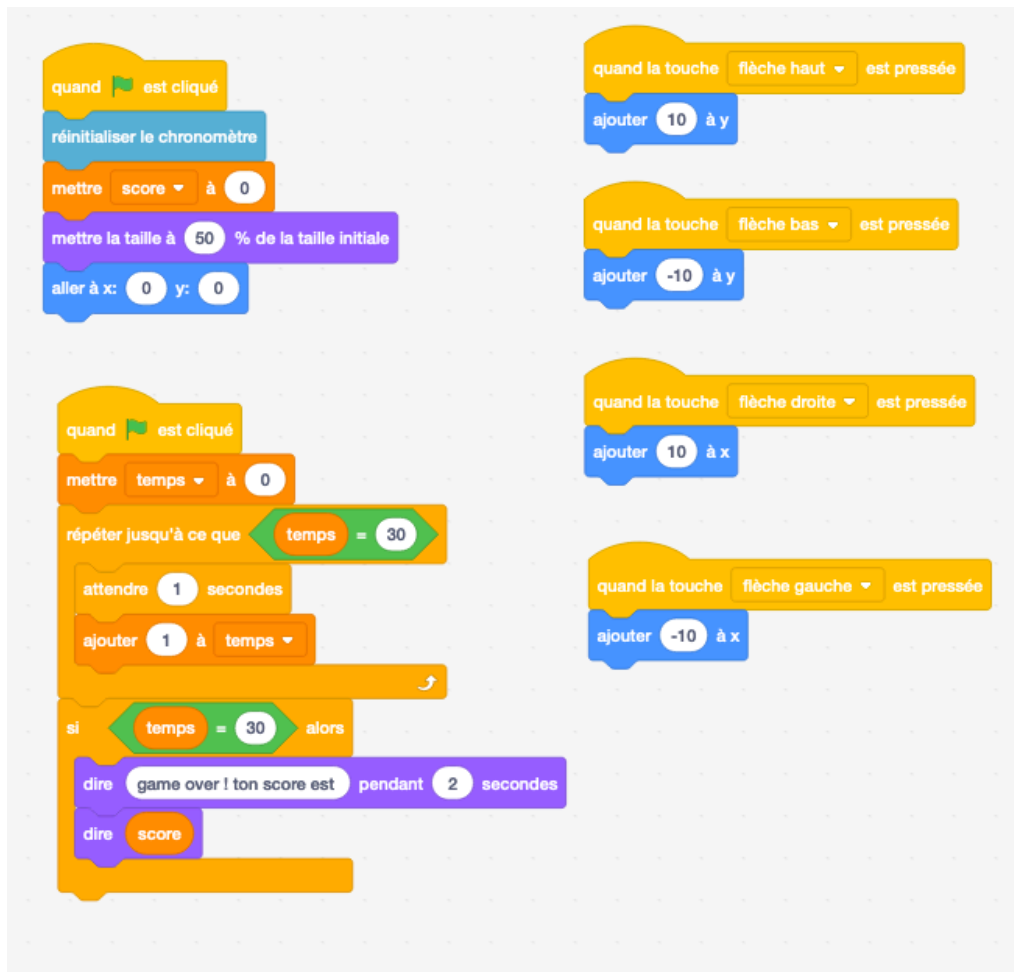


## Petit jeu avec comptage de points et chronomètre

### Programme du chat



The Scratch code for the chat program is organized into two main sections. The first section, triggered by a green flag click, initializes the game by resetting the timer, setting the score to 0, reducing the chat size to 50% of its original, and moving the chat to the origin (0,0). The second section, triggered by a green flag click, sets the timer to 0 and enters a loop that repeats until the timer reaches 30 seconds. Inside this loop, the chat waits for 1 second and then increments the timer by 1. Once the timer reaches 30 seconds, a 'game over' message is displayed for 2 seconds, and the final score is shown. Additionally, there are four separate code blocks that respond to arrow key presses: up and down arrows increase and decrease the y-coordinate by 10, while left and right arrows increase and decrease the x-coordinate by 10.

### Programme du sprite



The Scratch code for the sprite program is triggered by a green flag click. It starts by reducing the sprite's size to 20% of its original and moving it to a random position. A loop then repeats until the score reaches 5. Within this loop, there is a conditional check: if the sprite touches 'Sprite1', the score is incremented by 1 and the sprite is moved to a new random position. The loop continues until the score reaches 5.