

This Scratch script starts with a **set top light color** block followed by a **repeat forever** loop. Inside the loop, the script moves forward one step at medium speed. It then checks the surface color. If it's blue, it rotates right; if black, it rotates left; if green, it rotates left; and if red, it breaks out of the loop to execute a **firework** block.

```
when green flag is clicked
  set [top light v] to [off]
  [set top light color v] [1 second(s)]
  repeat (forever)
    [move (1 step) at speed (medium)]
    if [surface color] is [blue]
      [rotate (right) v]
    else
      if [surface color] is [black]
        [rotate (left) v]
      else
        if [surface color] is [green]
          [rotate (left) v]
        else
          if [surface color] is [red]
            [break out of loop v]
    end
  end
  [firework v]
```