

day76 Scratch hungry sprite

Due: Tuesday 3/15 (6th period), Wednesday 3/16 (7th period)

Today you will do a Scratch scene as follows: you have one sprite who is stationary who is chewing (animated) like it is hungry. (I used the shark sprite, you can do whatever you want.) Another sprite, when you click the green flag, makes 10 clones of itself in random locations and then hides. If you drag a clone onto the hungry sprite, that sprite says a random message of thanks, does a flip, and keeps chewing. The clone disappears. Each time a clone is eaten a random thanks message appears. When all of the clones are eaten the hungry sprite says thanks and stops chewing. Watch the attached video for a demo.

Here is my creation, with the shark and a bunch of tacos:

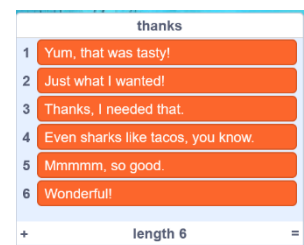


Here the shark is doing a flip after I fed it one taco:

Each time you feed the hungry sprite flips or does some additional animation besides the chewing, and the score goes up by one. When the score reaches 10, it gives a final thank you and stops animating.

Get the random thank you messages by creating a list variable full of thank you messages. Here is what I created.

You can choose a random item from the list to say using this:



So, the requirements again in a bullet list:

- You have a fun background. The program starts when the green flag is clicked.
- The thank you variable list is not ever visible.
- One sprite is in a set place, chewing (animated). The score variable appears and is zero.
- Another sprite (a type of food) is invisible. When you click the green flag it creates 10 clones of itself in random locations.
- If you drag a clone onto the hungry sprite it says thanks using a random list of at least 5 options and then does a flip.
- The clones disappear as they are eaten and the score goes up by one each time.
- When all clones have been eaten (in other words, the score is 10) the hungry sprite gives a final special thank you, and stops chewing. The score variable hides.

Test your program, and make sure that it does all of these bullet points before you turn it in.