day52 Scratch ask and clone
Due:    6th: Tuesday 1/11
        7th: Wednesday 1/12

Today's second task has you using the ask and answer blocks again, plus we dabble in cloning and use an if statement.

Here's the basic assignment, then I'll give you tips on how to do it.

1.   Set an interesting background.
2.   Have a sprite showing. When you click the green flag, the sprite asks you for your name, then says "Good morning, <name>".
3.   The sprite then asks you to guess how many brothers and sisters it has.
4.   After the user enters a number, the sprite creates that many clones of itself.
5.   Each clone goes to a random spot, says something funny for 2 seconds, and then moves towards the mouse pointer and when it touches the mouse pointer it disappears.
6.   In the end all that is left is the original sprite.

So, to ask the user for information you use these blocks in the Sensing block area:
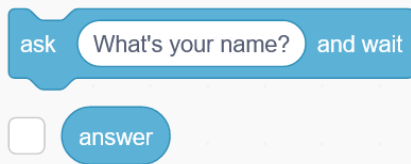


The ask block does just what you think: it asks the user for something and waits until they respond to continue

The answer block is where the user entry is stored.

Let's say the user entered "Mr. Hays" for the name. In order to say "Good morning, Mr. Hays" you need to use a say block (under Looks) and a join block under operators:
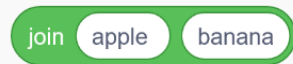


If you type "Good morning, " where apple is above and drag the blue answer block to where banana is, you have a piece of text "Good morning, Mr. Hays" in this example. In the end you will have this:
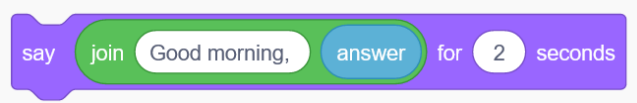


Next, use the ask block to ask the user to guess how many family members the sprite has. After this, get a repeat 10 block (instead of a repeat forever block). Drag the blue answer block on top of the 10 and this will make the repeat happen as many times as the user entered.
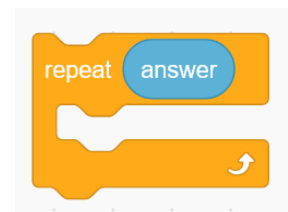
Inside this block, find the "create clone of myself" block under Control and put it inside the repeat.

Now, also under Control, find the "When I start as a clone" block and drag it over. This is really a new program. Under this event, have the cloned sprite go to a random location, then say something funny for 2 seconds. Then drag over a forever loop, and inside there get a "point towards the mouse pointer" block, and a move 10 steps block. Then finally, add an if block from Control:
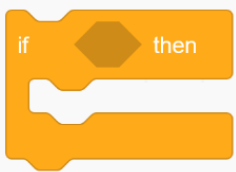


In the diamond shaped area, drag over a "touching mouse-pointer" block from Sensing. Inside the if drag over a delete this clone block from Control. You should have this:
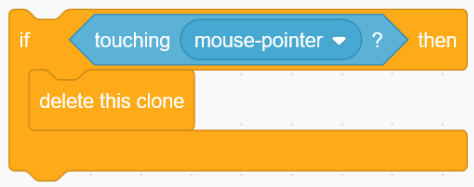


In the end, you will have successfully used the ask and answer blocks, the join block, cloning, and an if statement.

Please share the project and copy and turn in a share link on the Google Classroom when you are done.