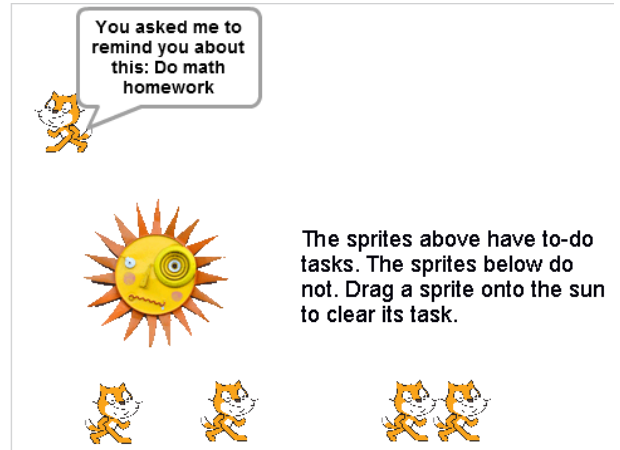


day66 Scratch reminders

Due Thursday 2/17 (6th period) Friday 2/18 (7th period)

Today's task is to make a program that acts as a to-do list with reminders. The big picture is this: you have 5 sprites who serve as little to-do task reminder sprites. If a sprite has a task assigned to it, it moves around randomly in one part of the window announcing its task every once in a while. If a sprite does not have a task, it moves around another part of the window without saying anything. If you click on a sprite that doesn't have a task yet, it asks you for a task, then moves to the area where the sprites are when they have tasks. If you click on a sprite that already has a task, it announces its task and just keeps moving. To clear a task, drag it onto a stationary sprite; you are told the task is done, the task gets cleared, and the sprite goes to the unassigned area, and moves around waiting.

To the right is a screen shot of my version. The sprites above the sun all have tasks. They walk back and forth. (In this screen shot, there is just one above the sun with a task.) If you click on one it tells you what it's reminding you about. The sprites down below go back and forth waiting to be put to work. To clear a task, drag a sprite from above onto the sun, the sprite announces that its task is done and then joins the crowd down below.



One cool thing about Scratch is that variables can be private (only usable within a single sprite) or global. **For this program you must use a private variable to hold a sprite's task. So when you create the variable say "for this sprite only".**

*Make the whole program work perfectly with a single to-do sprite, then when you are happy with it, duplicate the sprite 4 times and you'll have your 5 sprites, all functioning exactly the same.*

Checklist:

- Sprites move around somehow in one area when they don't have a task.
- You click on an unassigned sprite to give it a task, then it moves to the assigned sprites area and moves around somehow.  
The sprites are moving slowly enough so that it's not hard to click on them.
- Click on a sprite that already has an assignment and it announces its assignment.
- Drag an assigned sprite to the sun (or whatever you use for this purpose) and it announces the task and that the task is done, and then clears its task and goes to the unassigned area and moves around with the rest of the herd.
- Make the whole system work perfectly with a single reminder sprite. **ONLY THEN** should you duplicate that sprite to create the army of to-do warriors! If you find yourself needing to make changes to all five sprites, **STOP!** Delete all but one, make the change once there, then duplicate that one again to get your 5.
- Within these rough parameters, do your own thing.