

Scratch, day2, animated walking

Due: 4th period, Thursday 10/1/20 midnight  
3rd & 7th periods, Friday 10/2/20 midnight

Today we're going to animate our sprites. If you missed class, please watch the video where I show you the key points of today's new skills.

Today's project asks you to do the following:

1. Pick two sprites that have good walking costumes. If you don't know what I'm talking about, watch the video, I show you how to tell if they have walking costumes.
2. Set the background to something fun.
3. Under a Green flag block, make each sprite walk forwards, say 2 steps at a time, switching their costume through all of their walking costumes. If there are non-walking costumes in the list, delete them.
4. Set the two sprites to start one on the left and one on the right (or top and bottom if your sprites are flying) using a "go to x \_\_ y\_\_ " block under the green flag block. You can figure out a sprite's location in the x-y grid by clicking on the sprite and looking in the sprite info pane for their location. Set the values to something appropriate.
5. Make them point in the right direction (the one on the left should start pointing at 90 degrees, the one on the right should start pointing at -90 degrees; you may need to use the "set rotation style left-right" block to make the right sprite not be upside down when pointing to the left.
6. When the green flag is clicked both sprites start walking toward the center.
7. In each sprite add an "if block" and set it to "if touching" the other sprite. If it is touching the other sprite, make your sprite stop walking using a Stop other scripts in this sprite block.
8. Make the sprites have a short conversation using **wait \_\_ seconds** and **say \_\_ for \_\_ seconds** blocks. See my example in the video. The conversation should involve each sprite saying at least 2 things and waiting while the other sprite replies.

Watch my video if you need help with this. Or if you're in class, speak up, I'm here to help.

When you are done, please rename your project with your first name and "day 2". Save the project by clicking the Save now button or by choose Save from the Scratch File menu. Then, click the Share button.

*Again, if you do not have a Share button, you need to verify your email with Scratch. They sent you an email asking you to open it and click a button to confirm your email. Once you do that you can properly share your projects. You cannot just copy a link from the browser and turn that in; that link does not allow me to see your project.*