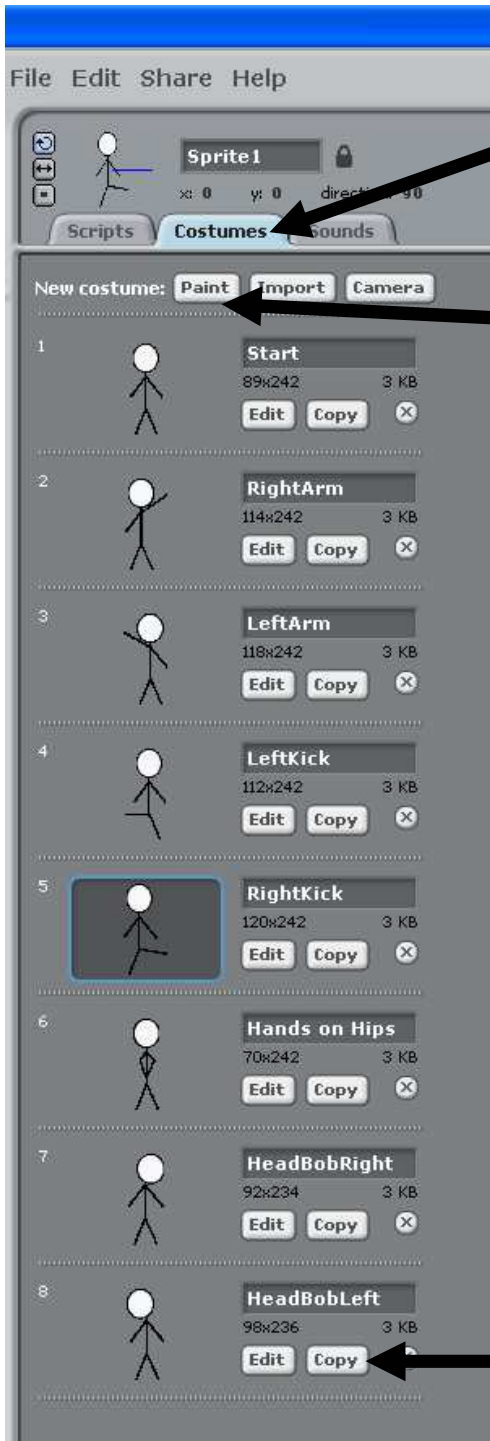


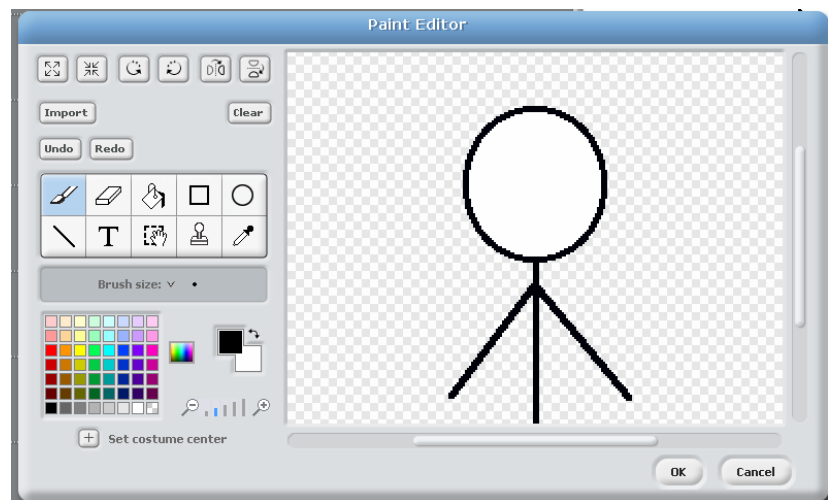
Assignment 8: Changing Sprites

We're going to make a dancing game! To do this, make a new Scratch program.



1) First, click on costumes. This will show what your character on Scratch looks like.

2) Paint a new costume. Mine is a simple stick figure. To do this, click on the paint button



3) When painting a new costume, try to keep it neat. Use lines, and shapes, and only use the paintbrush to add detail towards the end.

4) The checked background means that the costume is see-through. Make sure you fill anything in that you don't want to be see-through. Notice that the head of my stick figure is white...not checked.

5) Copy the picture you made up to 8 times by clicking the **Copy** button. Each time you copy, you need to change your drawing slightly to make it do dance moves.

6) In the **Looks** section, you can change costumes. Try to assemble the following:

```
when left arrow key pressed
switch to costume HeadBobLeft
```

Make sure that the key that you pick related to what your stick figure does. The left arrow here moves the stick figure's head to the left.

```
when right arrow key pressed
switch to costume HeadBobRight
```

```
when up arrow key pressed
switch to costume Start
```

The word that appears here is what you named your costume in the first steps of this assignment.

```
when a key pressed
switch to costume LeftArm
```

```
when down arrow key pressed
switch to costume Hands on Hips
```

```
when s key pressed
switch to costume RightArm
```

```
when z key pressed
switch to costume LeftKick
```

```
when x key pressed
switch to costume RightKick
```

7) Save your resulting dance game as 8-dance

Challenge:

- 1) Try to make two sprites on your stage and have each sprite react to different keys on the keyboard. You could make fighting games this way.
- 2) Add if...else statements to change what keys do depending on if the mouse Button is clicked, or as a real challenge, you could change what happens If more than one key is pressed.

