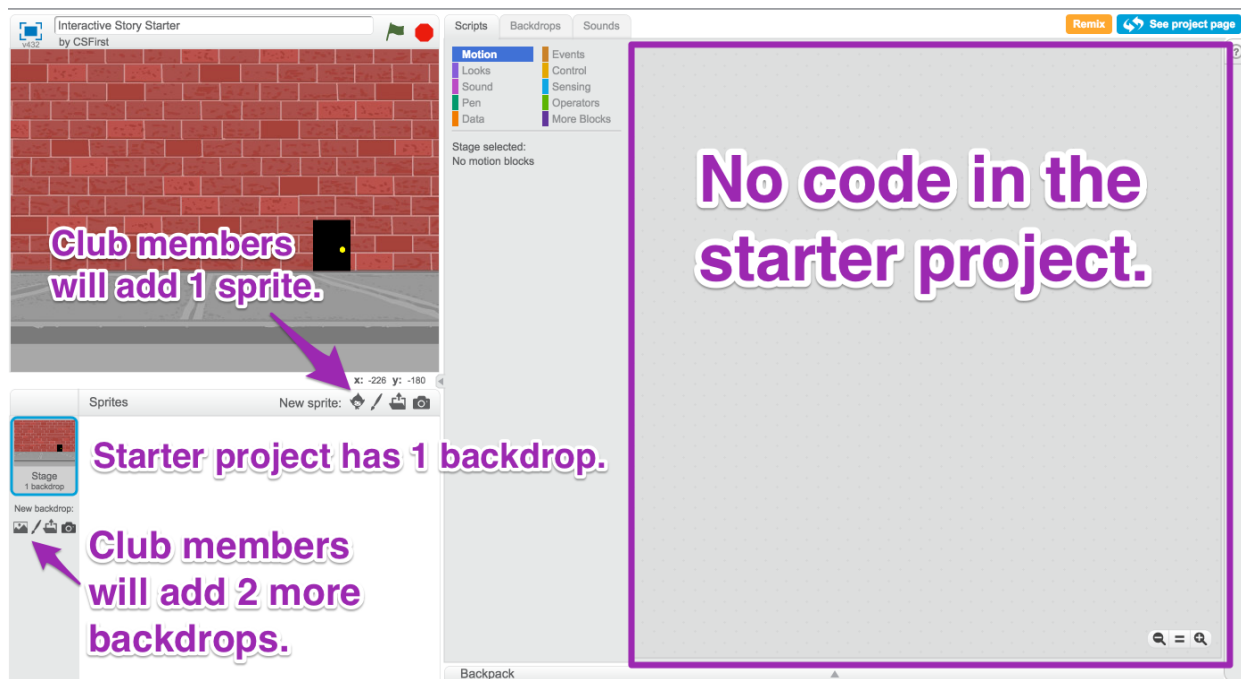


Activity 6: Interactive Storytelling

Video 1: Introduction to Interactive Stories

In this video, club members will:

1. Remix the Characterization Starter Project.
2. Add a main character.
3. Add two more backdrops.
4. Select the brick wall backdrop.



Video 2: Questions and Answers

In this video club members will:

1. Ask the user a question.
2. Test different answers.

NOTE: Club members may choose any sprite for the main character. This example uses the cat.

Code for the main character sprite. Example:

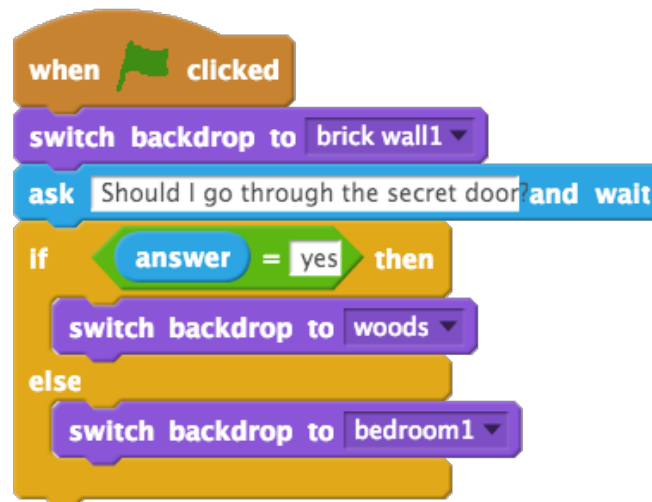


Video 3: Making Decisions

In this video, club members will:

1. Create the condition on which the program will base its decision.
2. Go to one backdrop if the user answers "yes."
3. Go to a different backdrop if user answers something other than "yes."
4. Program the story to always start with the brick wall backdrop.

Code for main character sprite:



Video 4: Telling The Story

In this video, club members will:

1. Add a story around the secret door decision.

NOTE: Club members will make their main characters say or do different things to tell their own story. Below is an example:

Code for main character sprite:



```
when clicked
  say I'm bored, there's nothing to do here. for 2 secs
  say Oh look! A Secret door! for 2 secs
  switch backdrop to brick wall 1
  ask Should I go through the secret door? and wait
  if answer = yes then
    switch backdrop to woods
    say A new world! for 2 secs
  else
    switch backdrop to bedroom 1
    say Much safer! for 2 secs
```

new code

Add-On 1: Walking

In this video, club members will:

1. Make their character walk.
2. Copy this code, and modify it to make the character move left or right.

Code for main character sprite:



```
when clicked
  set rotation style left-right
  switch backdrop to brick wall1
  go to x: -27 y: -28
  say I'm bored. There's nothing to do here. for 2 secs
  say Wait! That looks like a secret door! for 2 secs
  ask Should I go through the secret door? and wait
  if answer = yes then
    point in direction 90
    repeat 10
      move 10 steps
      next costume
    switch backdrop to woods
    say Woah! There's a whole world here! for 2 secs
  else
    say That doesn't look safe. I'll go to my room. for 2 secs
    point in direction -90
    repeat 10
      move 10 steps
      next costume
    switch backdrop to bedroom1
```

Add-On 2: What's the Password

In this video, club members will:

1. Program the condition for "answer = the correct password."
2. Put the condition in a "repeat until" block.
3. Put something inside the "repeat until" block that should keep happening until the user enters the correct password. Make sure the "ask" block is used somewhere!
4. Put the "repeat until" block in their code.

Code for main character sprite:



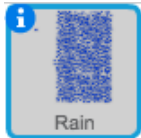
```
when clicked
  switch backdrop to brick wall1
  ask Should I go through the secret door? and wait
  if answer = yes then
    ask Looks like I need a password - what is the password? and wait
    repeat until answer = scratch
      ask That wasn't correct. What else could it be? and wait
    end repeat
    switch backdrop to woods
    say Yay! that was correct for 2 secs
  else
    switch backdrop to bedroom1
```

Add-On 3: Make it Rain

In this video, club members will:

1. Drag the rain sprite from the Dynamic Setting project into the backpack, then into today's project.
2. Change the events to hide and start the rain from the green flag to the appropriate backdrop.
3. Duplicate the sprite if needed, and change the values to make the rain look right in their new scene.

Code for
this sprite:



```
when backdrop switches to woods
  forever
    show
    go to x: 160 y: 100
    glide 0.5 secs to x: 160 y: -100
```

```
when backdrop switches to brick wall1
  hide
```

```
when backdrop switches to woods
  forever
    show
    go to x: -150 y: 100
    glide 0.5 secs to x: -150 y: -100
```

```
when backdrop switches to brick wall1
  hide
```

Add-On 4: Find the Secret Door**In this video, club members will:**

1. Make the character move when the arrow keys are pressed.
2. Make the character wait until it touches the door before asking if it should go through it.
3. Make the condition in the "wait until" block "touching color black."

Code for main character sprite:



```
when right arrow key pressed
  move 10 steps
```

```
when left arrow key pressed
  move -10 steps
```

```
when clicked
  switch backdrop to brick wall1
  wait until touching color black
  ask Should I go through the secret door? and wait
  if answer = yes then
    switch backdrop to woods
  else
    switch backdrop to bedroom1
```

Add-On 5: Add Another Sprite (Challenge)

In this video, club members will:

1. Add another sprite to their project.

NOTE: This add-on is entirely open ended. Below is an example:

Code for the new sprite:



```

when clicked
hide
when I receive In the woods
show
say You there! What are you doing in my woods? for 2 secs
    
```

Add-On 6: Add Another Scene (Challenge)

In this video, club members will:

1. Add another scene to their story.

NOTE: This add-on is also entirely open ended. Below is an example:

Code for the main character sprite:



```

when clicked
switch backdrop to brick wall1
ask Should I go through the secret door? and wait
if answer = yes then
switch backdrop to woods
say Now I'm stuck in these scary woods! for 2 secs
ask What should I do? and wait
say join Ok, I'll answer for 2 secs
switch backdrop to brick wall1
say There's no place like home! Thank you! for 2 secs
else
switch backdrop to bedroom1
    
```