

1 STAGE

BREAKING THE SPELL!

★ Chapter Objective

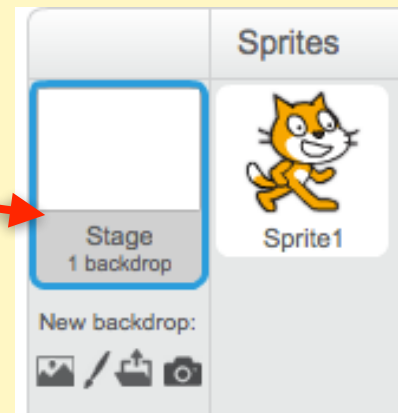
Scratch Intro!
Sprites and location
coordinates.

The Game

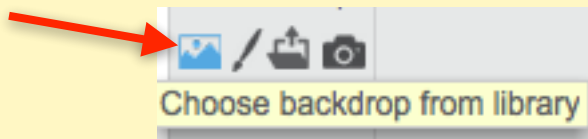
Program Scratchy to cast a
Star Spell to free Mr. Busse's
frozen legs.

Change the Background

1. Click the "Stage" icon on the bottom-left



2. Click the "Choose backdrop from library" button



3. Select the "xy-grid" (last one)

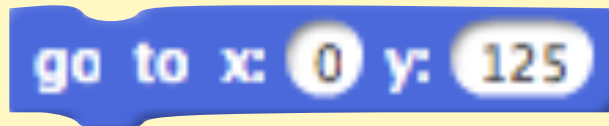
Add Movement for Scratchy

4. Click Scratchy's sprite (on the bottom)



5. Click and drag the Motion "go to x: 0 y: 0" block

6. Enter: x: 0
y: 125

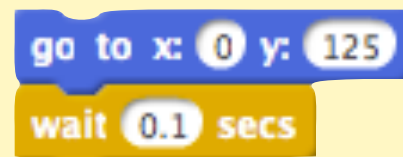


7. Click the block to see how it works

Scratchy moved too fast to see, add a block to slow him down

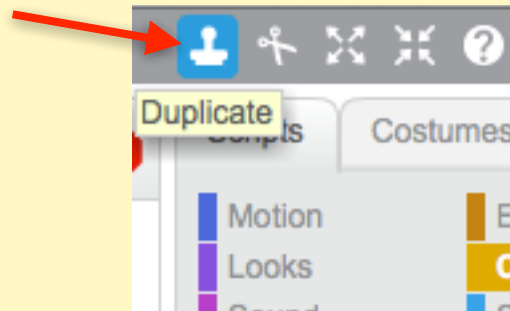
8. Click and drag the Control "wait 1 secs" block under the "go to x: 0 y: 125" block

9. Enter: "0.1" sec

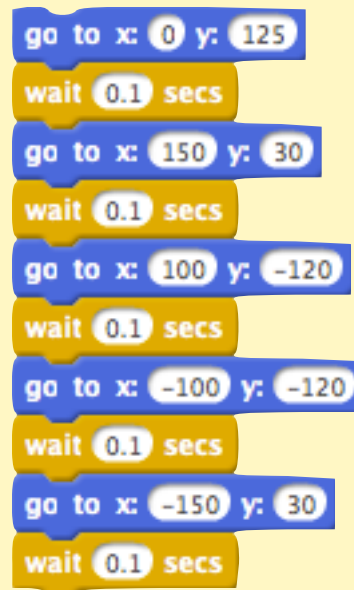


Duplicate the Stack

10. Duplicate the stack 4 times



11. Enter: x: 150 y: 30
x: 100 y: -120
x: -100 y: -120
x: -150 y: 30



Make a Loop

12. Click and drag the Control "forever" block on the stack



Make Scratchy glide from point to point instead of jumping

13. Click and drag **FIVE** Motion “glide” blocks

14. Enter: 0.1 secs x: 150 y: 30
 0.1 secs x: -100 y: -120
 0.1 secs x: 0 y: 125
 0.1 secs x: 100 y: -120
 0.1 secs x: -150 y: 30

15. Add the glide stacks inside the forever stack (under the bottom “wait” block)

```
forever
  go to x: 0 y: 125
  wait 0.1 secs
  go to x: 150 y: 30
  wait 0.1 secs
  go to x: 100 y: -120
  wait 0.1 secs
  go to x: -100 y: -120
  wait 0.1 secs
  go to x: -150 y: 30
  wait 0.1 secs
  glide 0.1 secs to x: 150 y: 30
  glide 0.1 secs to x: -100 y: -120
  glide 0.1 secs to x: 0 y: 125
  glide 0.1 secs to x: 100 y: -120
  glide 0.1 secs to x: -150 y: 30
```

Add a Start Button

16. Click and drag the Events “when  clicked” block



Add a Color Trail to Scratchy's movement

17. Click and drag the following Pen blocks underneath “when  clicked”

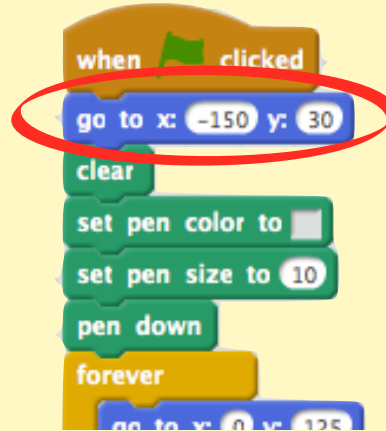
“clear”
“set pen color to red”
“set pen size to 10”
“pen down”

```
when green flag clicked
  clear
  set pen color to red
  set pen size to 10
  pen down
  forever
    go to x: 0 y: 125
    wait 0.1 secs
    go to x: 150 y: 30
    wait 0.1 secs
```

Create a Starting Point

18. Click and drag the Motion “go to x: y:” block underneath “when  clicked” block

19. Enter: x: -150 y: 30



The Spell is broken!!!

20. Click Green Flag button to run your script!



** Advance **

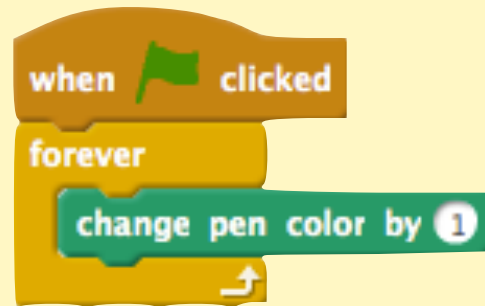
Change the Colors of the Scratchy's pen color

1. Create a new stack with:

Events “when  clicked” block

Control “forever” block

Pen “change pen color by 1”



Add Music / Sound to the spell

or

Create a different shape