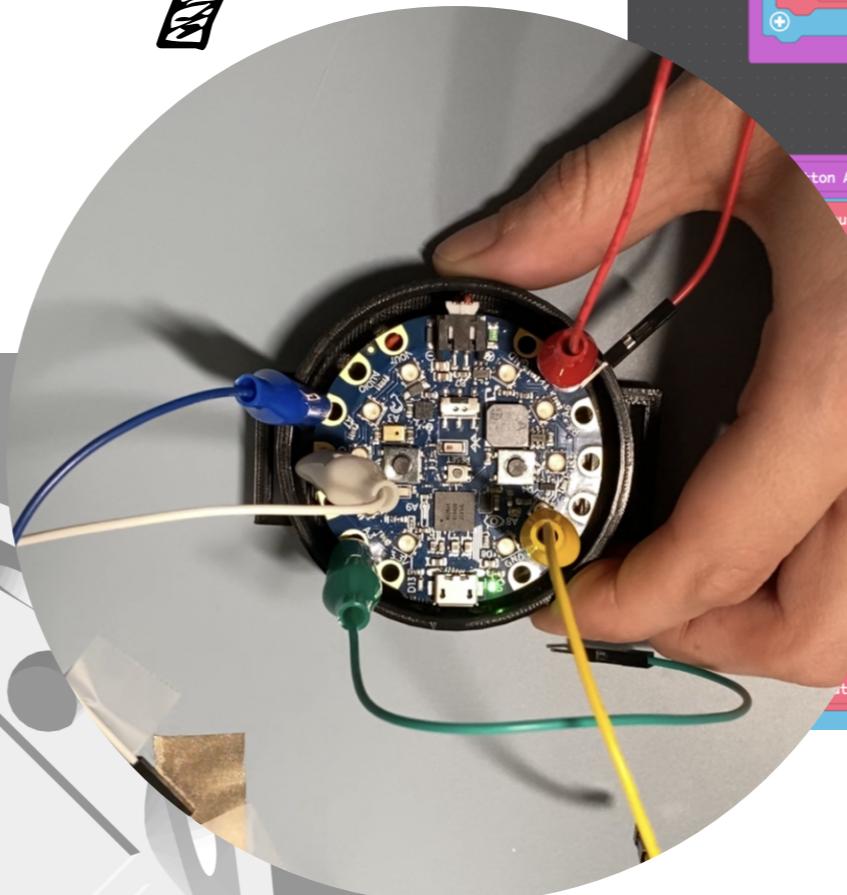
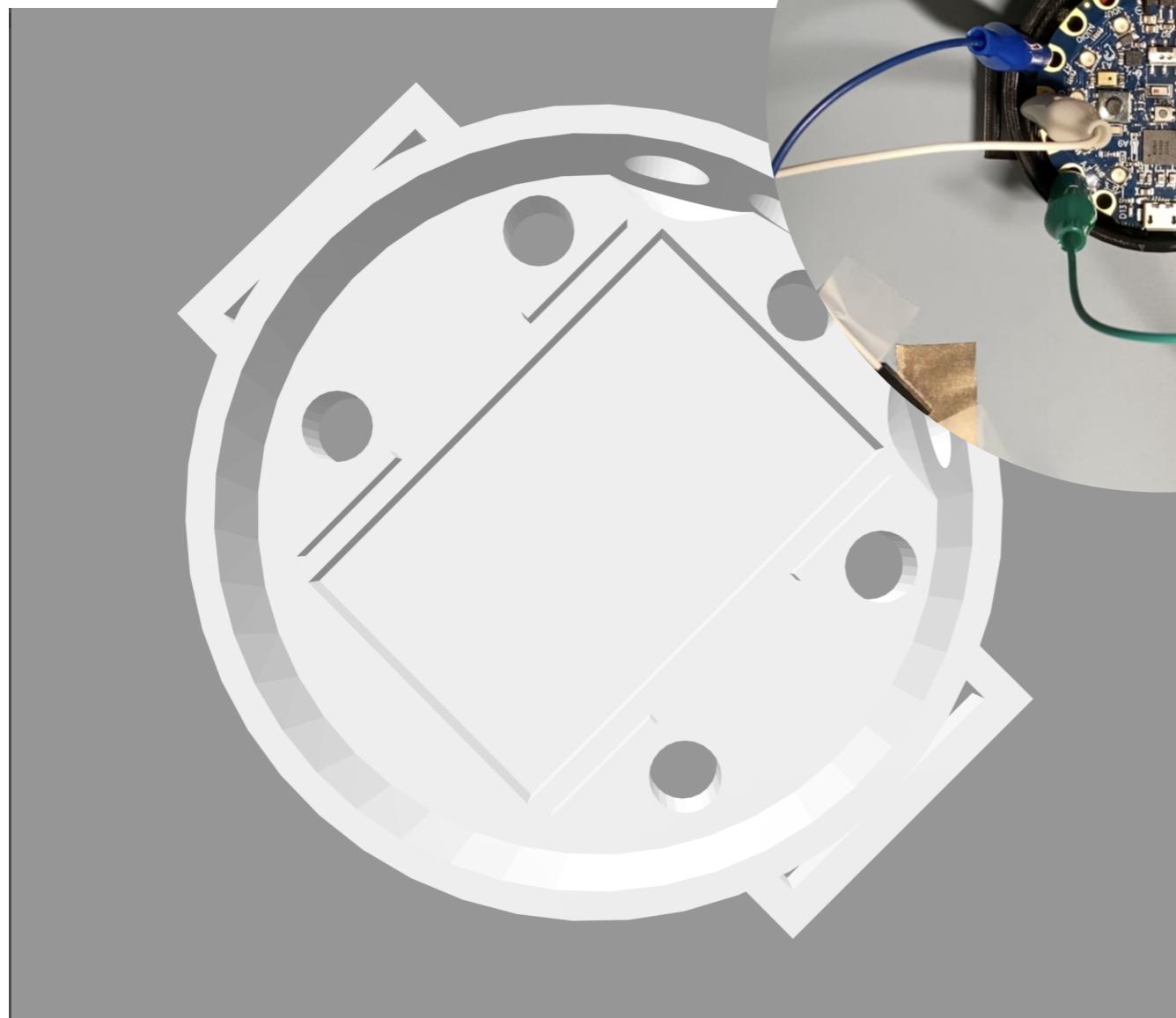


Sensory Glove



A Scratch script for a sensory glove. It uses a button A4 down event to start a loop. Inside the loop, it checks if the input is active. If true, it calls a function 'checkInput' with the value 1. It then sets 'inputActive' to false and sets it back to true. The 'checkInput' function is defined as follows:

```
function [checkInput] (inputValue)
    if (inputValue) = (currentSequence) then
        set [pixel color v] at [0] to [pink]
        set [pixel color v] at [1] to [pink]
        set [pixel color v] at [2] to [pink]
        play tone at [Middle C v] for [1] beat
        pause [200] ms
        clear
    else if (inputValue) = (2) then
        set [pixel color v] at [2] to [yellow]
        set [pixel color v] at [3] to [yellow]
        set [pixel color v] at [4] to [yellow]
        play tone at [Low A v] for [1] beat
        pause [200] ms
        clear
    else if (inputValue) = (3) then
        set [pixel color v] at [4] to [green]
        set [pixel color v] at [5] to [green]
        set [pixel color v] at [6] to [green]
    end
end
```

materials needed:

- wrist strap
- finger tips
- wiring
- conductive fabric