Final Project Organizer

**Part 1: Screens**

Draw a sketch of each of the main “screens” in your project. Add a brief description of what the screen does and how it relates to the other screens. If you need more space, add extra pages.

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**Part 2: Sprites**

What sprites will you need in your project? List the sprites, with well-chosen names. For each sprite, list the costumes the sprite will need, sounds it plays, and the set of behaviors that sprite should exhibit. Add more pages if necessary.

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| Sprite name | Costumes | Sounds | Behaviors |
| *Example - Barry* | *A polar bear walking*  *A polar bear walking (2)*  *A polar bear jumping* | *Growl*  *Roar* | *Walk left and right using arrow keys*  *Jump on space bar*  *Die if it touches a mouse*  *Scare other animals and roar on “r” key* |
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**Part 3: Custom Blocks**

Describe each custom block you will create in the project. Explain what the block does, what type of block it is (command, reporter, or predicate), list its parameters/inputs, and which sprites will call the block.

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| Block Name | Description | Type | Parameters (inputs) | Used By |
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**Part 4: Variables**

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| Variable | Scope (global or sprite) | Purpose |
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List the variables you need to create, explain what the variable is used for, and whether it is a global or sprite-scoped variable. If it’s sprite-scoped, explain which sprite it belongs to. *You do not need to list “script variables” that are created and used temporarily within a script*.