

# Scratch Presentation

```
elif operation == "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
elif operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True
```

```
#selection at the end -add back the deselected mirror modifier object
mirror_ob.select= 1
modifier_ob.select=1
bpy.context.scene.objects.active = modifier_ob
print("Selected" + str(modifier_ob)) # modifier ob is the active ob
```

```
#mirror_ob.select = 0
#bme = bpy.context.selected_objects[0]
#bpy.data.objects[bme.name].select = 0
```

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# My Game

- Took around 3-4 months
- First Adventure: 3 Mini games around the cat's house
- Second Adventure: 2D platformer game about two cats stuck in the dream world, based off of the pets in my family.
- Music is self made
- Made for fun and to introduce myself to coding
- Created on Scratch

# Scratch

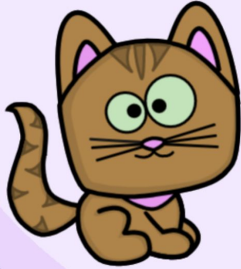
- Basic platform for aspiring coders
- Based off of the coding script: java script
- Block based visual program
- Developed by the MIT media lab



Game: <https://scratch.mit.edu/projects/390461096/>

# To Play

Select A Character To Begin!

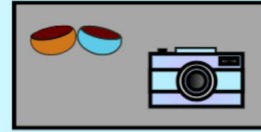


Starbuck  
Easy mode



Stanley  
Hard mode

Choose an Adventure!



At Home Adventure!



Dream Adventure!

# Scratch - Blocks

- Motion Blocks - control a sprite's movement (sprites are characters, objects, anything tangible in the game)
- Looks Blocks - Change how a sprite looks
- Sound Blocks - Controls the sound
- Event Blocks - Control events and the triggering of scripts
- Control Blocks - Control scripts
- Sensing Blocks - Blocks that detect
- Operators Blocks - Perform math functions
- Variable Blocks - Blocks that hold variables and lists (a tool in coding storing multiple pieces of information at once).
- List Blocks - Blocks that manage lists
- My Blocks - Custom user blocks

# Example

- Choose character A and character B
- Have character A appear, say something, move to the right
- Have character B appear, say something, move to the right
- Have characters A and B hide
- Add background
- Add button
- Add costume changes
- Add effects

<https://scratch.mit.edu/projects/452753928/editor/>