

Oct18Assignment-2

Problem Statement-

Q.1) Habit Tracker

Description: Develop an app that helps users track daily habits (e.g., drinking water, exercising).

Features: Daily check-ins, progress tracking, and motivational messages.

ALGORITHM-

Steps:

1. Painted the backdrop and made a box in it.
2. Added a motivating Line/Quote.
3. Created a sprite in rectangle shape.
4. In code took "When this sprite Clicked " block from Events.
5. Added "next costume" from Looks.
6. Added "broadcast(message1)" from Events.
7. Created a new variable as 1
8. Added "When i receive (message1)"
9. Added "change (1) by (1)"
10. Duplicate this sprite 4 times and change the broadcast message and receive message as per their respective sprites.

Screenshot of Final project with script-

