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.

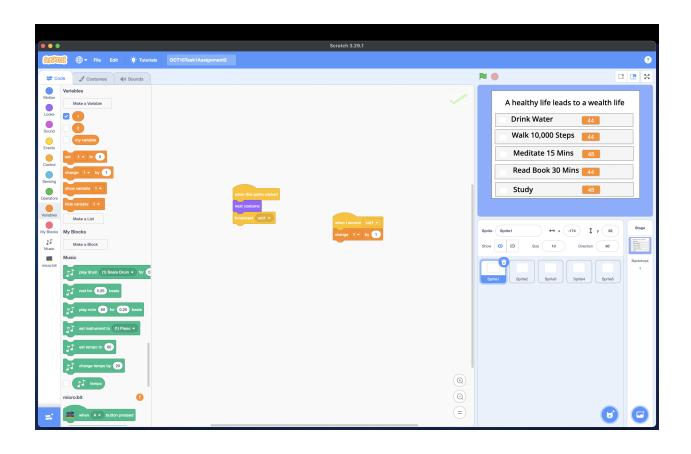
ALGORITHM-

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 "brodacast(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-

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