✔ Activity Checklist

☐ As your monster will be made up of lots of **sprites** you will need to make sure that
all sprites move together at once. Rather than adding move commands to all your
sprites you can simply attach your controls to your body sprite and use
`broadcast`
to control any other sprite.
When our **Tentacle sprite**
(or any other sprite for that
matter!) receives a
`moved right` broadcast,
we can move it to the right
too.

on Ghost Body

```
when right arrow ▼ key pressed
change x by moveSpeed
broadcast moved right ▼
stop this script ▼
```

```
when left arrow ▼ key pressed
change x by ( moveSpeed * -1 )
broadcast moved left ▼
stop this script ▼
```

on Tentacle

```
when I receive moved right ▼
change x by moveSpeed
stop this script ▼
```

```
when I receive moved left ▼
change x by ( moveSpeed * -1 )
stop this script ▼
```

☐ Using `broadcast` also means if we want to change the way our movement commands work, we only have to change one set of scripts. **Have a look at this example:**

on Ghost Body

```
when right arrow ▼ key pressed
change x by (moveSpeed)
point in direction (90 ▼)
if on edge, bounce
if < not <touching edge ▼ ?> >
    broadcast moved right ▼
    broadcast moved ▼
stop this script ▼
```
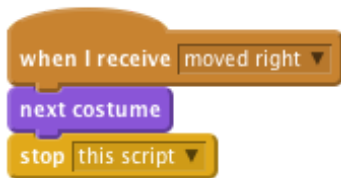
```
when left arrow ▼ key pressed
change x by ((moveSpeed) * (-1))
point in direction (-90 ▼)
if on edge, bounce
if < not <touching edge ▼ ?> >
    broadcast moved left ▼
    broadcast moved ▼
stop this script ▼
```

☐ Here we're telling the body to face the direction it is moving (make sure your sprite orientation is set to **"only face left-right"**) and to stop and turn around if it collides with the edge of our screen. You will have also noticed that we have wrapped our broadcast in an `if` block, we only want the other body parts to move if the body isn't on the edge of the screen. **If you decide to add any animation to the movement, make sure that any associated movements take just as long. i.e. if moving a leg to the left takes 1 second due to an animation, all other left movements must take 1 second too (use a `wait` block to make sure they're all in step).**

☐ You can also animate your body sprite using `costume` changes, by triggering the change every time a movement broadcast is received.

```
when I receive moved right ▼
next costume
stop this script ▼
```