**1.1.4 Procedure**

3. This project has 7 sprites

5. Only the face does anything if clicked

6. a. Only the face moves when clicked

b. All the buttons make a sprite move or change appearance

9. An example of this is the “When this sprite is clicked” command is activated it send a signal out that is received by another sprite through the “When I receive” command

**Conclusion Questions**

1. In a large project, it would help to follow this convention because with so many sprites and so many actions. If one command made more than one process, there could be a problem because one command overlaps with another. Using command for one process keeps things organized and reduces the possibility of a bug showing up in the final product.
2. An event is when something is clicked or a button is pressed that activates something. The handler is what carries out that action and shows it.
   1. Some of the details from the playG() method are that we didn’t create the sound or the complexity of it. Also, we are given the tools necessary to put that sound into the game but are not encouraged to question what makes the tools work
   2. It might be useful to programming hopefuls to show how each tool works and how it interacts with other tools. It would be convenient to allow every sound to be available to play a note or make a sound.