**Space: A Story - ReadMe Document**

*Space: A Story* is an interactive game/program created in the Scratch programming language. It is composed of short tasks and activities to engage the user.

To interact with the project start by clicking the green flag icon on the top left of the screen. To ensure the best user experience, click this icon 2-3 times. This icon is a symbol for "go", and therefore the start of the program. Certain objects are designated to be hidden and the click of the green icon, and due to issues with Scratch, in certain cases, these objects aren't hidden unless the button is clicked multiple times. Next, answer the prompts that ask for the user's name, and when asked if you want to continue, answer with Y or y. In the next scene, click the key object in the bottom left corner of the screen and drag it over to the padlock which is on the rocket ship. Following this, in the escape room sequence, start by clicking on the fortune cookie. Then, click on the scroll with numbers on it which is behind the fortune cookie. Remember the numbers, but this scroll will be of reference to you, and can be clicked to view at any time in the button left corner. Next, click and drag the rug away to reveal a key. Click on the key. Wait, and when the purple triangle/arrow appears on the right of the screen, click on it. Click on the box, and when prompted to give a passcode, enter 356 (the combination on the scroll). When the door appears, drag the key over to the door to complete the game.

The sounds and backgrounds used in the program are from the Scratch repositories themselves. The majority of the sprites are either drawn by me or chosen from the Scratch repositories. Some of the sprites were created on IconExperience. More clipart was used from the Microsoft clip art repository which is licensed for personal, educational, and non-commercial uses. LunaPic was then used to turn the icons and clipart into PNG files. All the coding was done by me, myself.