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Assignment 7: Costumes

1. Make a new Snap project called Assignment 2: Costumes.
2. Go to file-> costumes and import “bat2 a” and “bat2 b.”
3. Write a script that will move the sprite left and switch between the two costumes when the left arrow is pressed. The bat should look like it’s flying!
4. Write a script that will move the sprite right and switch between the two costumes when the right arrow is pressed.
5. Create a second sprite, and import the costumes “dinosoar1 a” and “dinosoar1 b.”
6. Make the Dinosoar attack the bat when the “f” key is pressed. To attack, the Dinosoar should make sure it has costume “a” (normal), face the bat, glide to the bat’s position, and change costumes to the “b” costume. Use a variable to represent the bat’s position.
7. Create a third sprite. For this sprite, use google images to find the image you’d like to represent this sprite. Download it, and import it into Snap.
8. Make this sprite “run away” whenever the dinosoar attacks. To achieve this, have the dinosoar broadcast a message when it attacks. Then, have your new sprite glide to the opposite end of the screen when it receives that message.
9. Save the project