



Programming Assignment 2

SCRATCH





Assignment 2

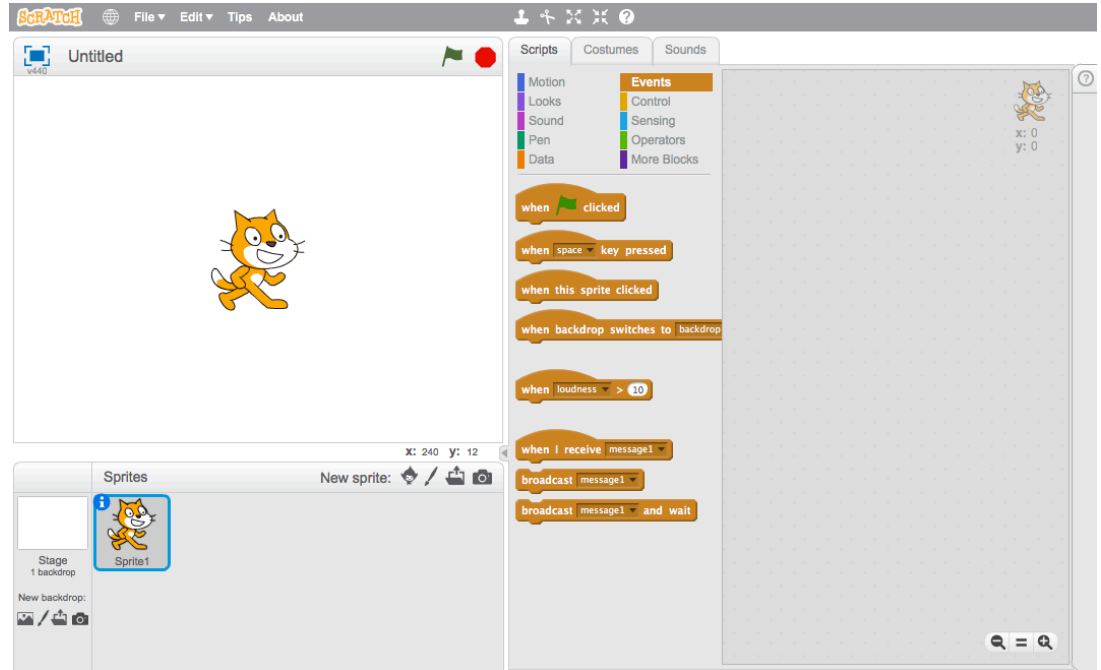
Let's make the sprite follow your hand.

Start by opening the project file: assignment2.sb2

You can do this by clicking the following in the menu on the top of the window:

File -> Open

Then select the file: assignment2.sb2

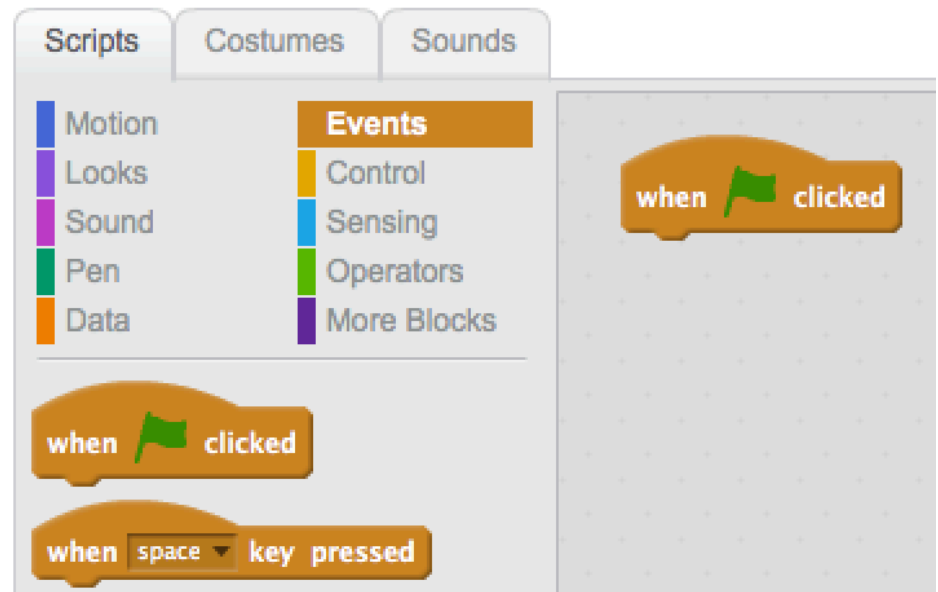




Assignment 2

Select '**Events**' below the Scripts tab.

Now drag '**when (flag) clicked**' to the programming area, which is on the right side of the window.

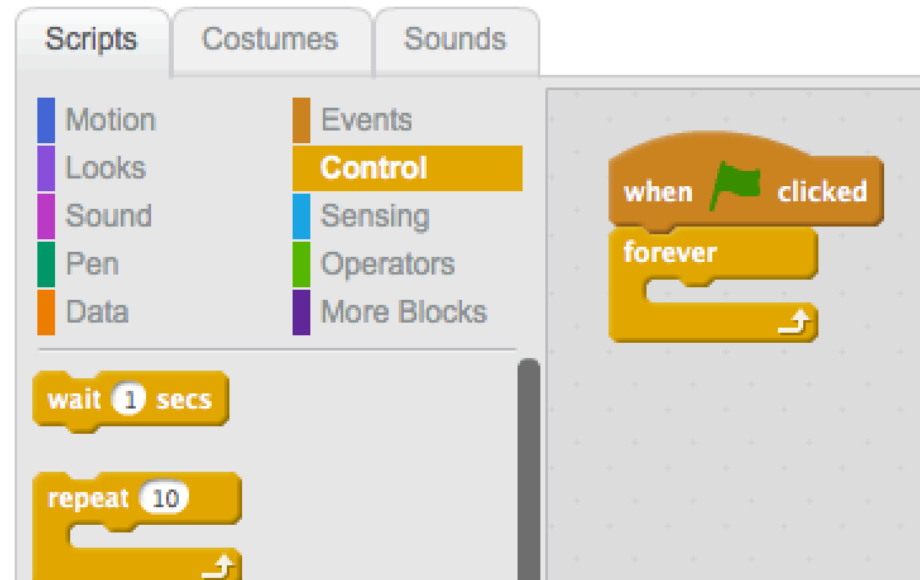




Assignment 2

Select '**Control**' below the Scripts tab.

Now drag the building block '**forever**' to the programming field, directly below the previously inserted '**when (flag) clicked**' building block.

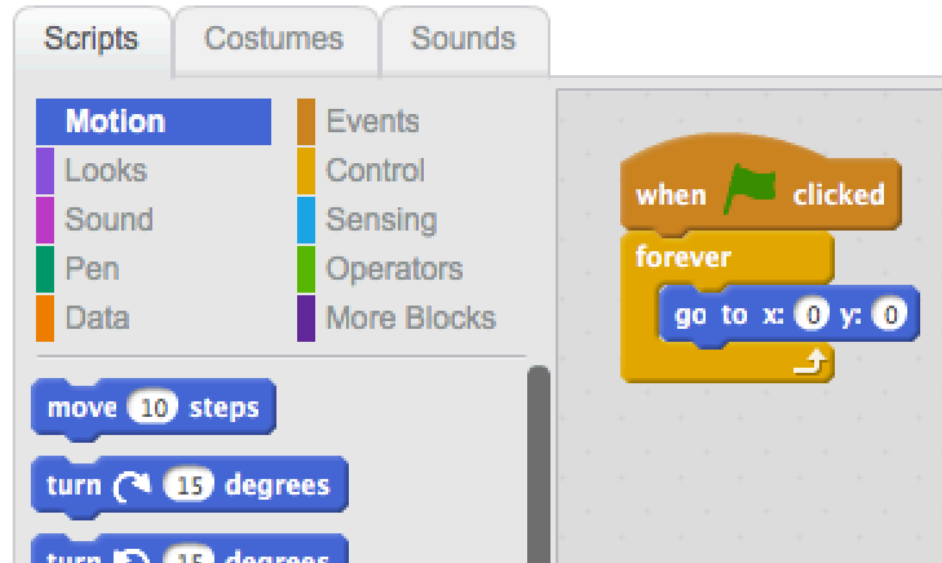




Assignment 2

Select '**Motion**' below the Scripts tab.

Now drag the building block '**go to x: 0 y: 0**' to the programming field, inside the '**forever**' building block.



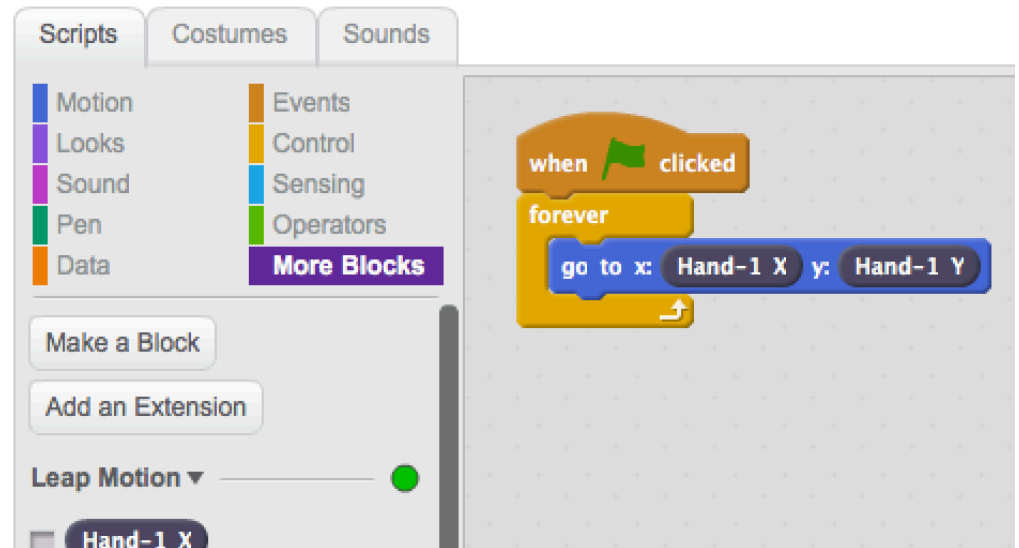


Assignment 2

Select '**More Blocks**' below the Scripts tab.

Now drag building block '**Hand-1 X**' to the programming field and place it right after the x inside the '**go to x: 0 y: 0**' building block, replacing the first 0.

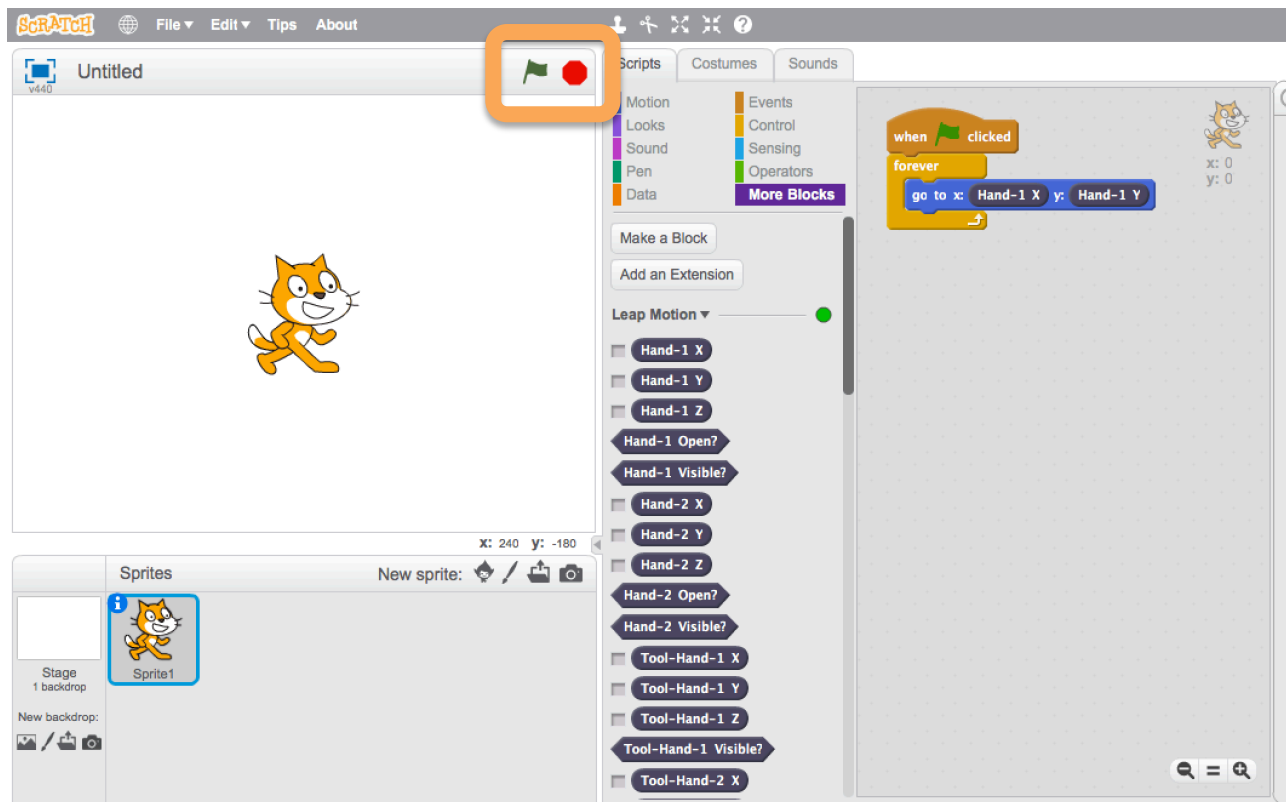
You can now repeat the previous step with '**Hand-1 Y**'.





Assignment 2

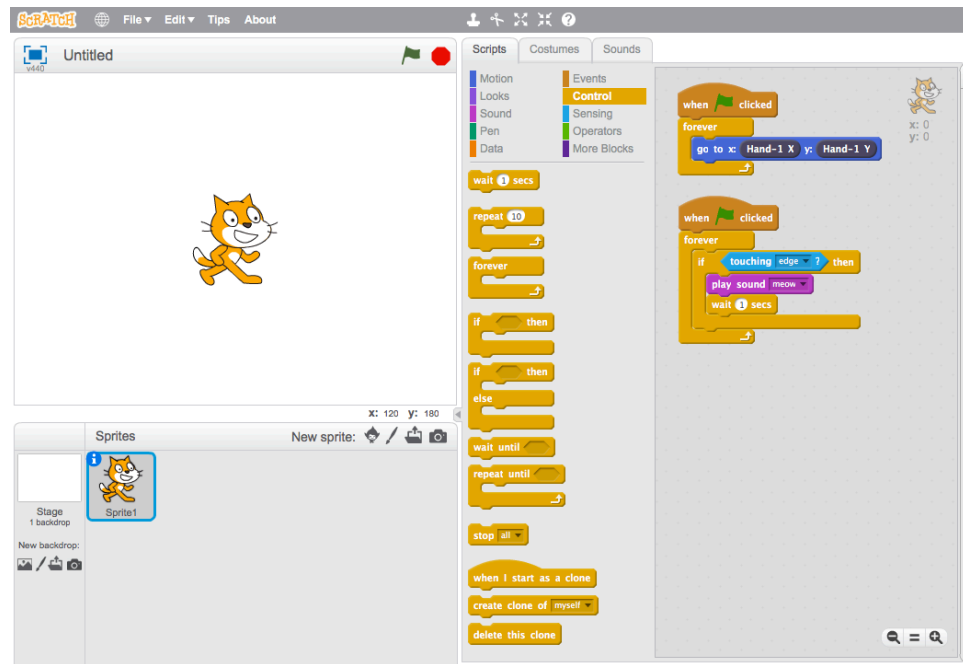
Now click the green flag above your sprite and see what happens when you move your hand above the Leap Motion!





Assignment 2

Now it's your job to program the sprite to make a sound when it touches the edge of the screen



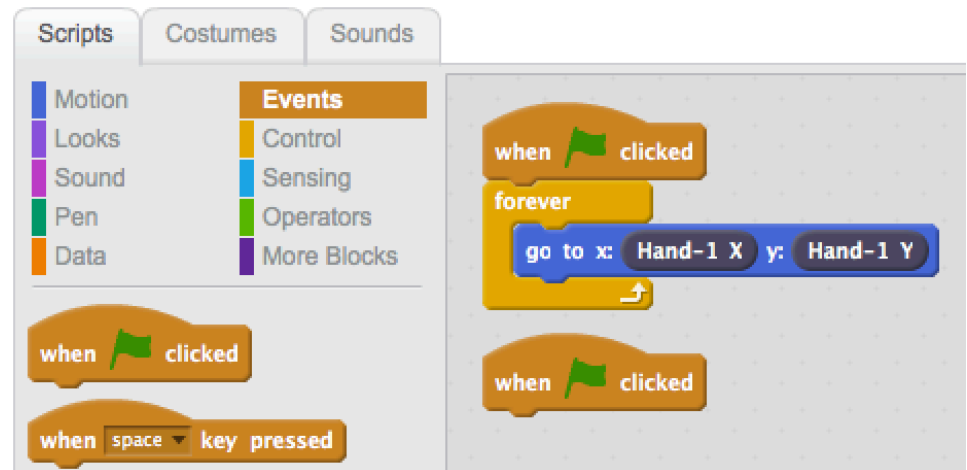
The next page shows the answer, but please try it yourself first. This way you will learn much more!



Assignment 2

Select '**Events**' below the Scripts tab again.

Now drag another '**when (flag) clicked**' to the programming area.

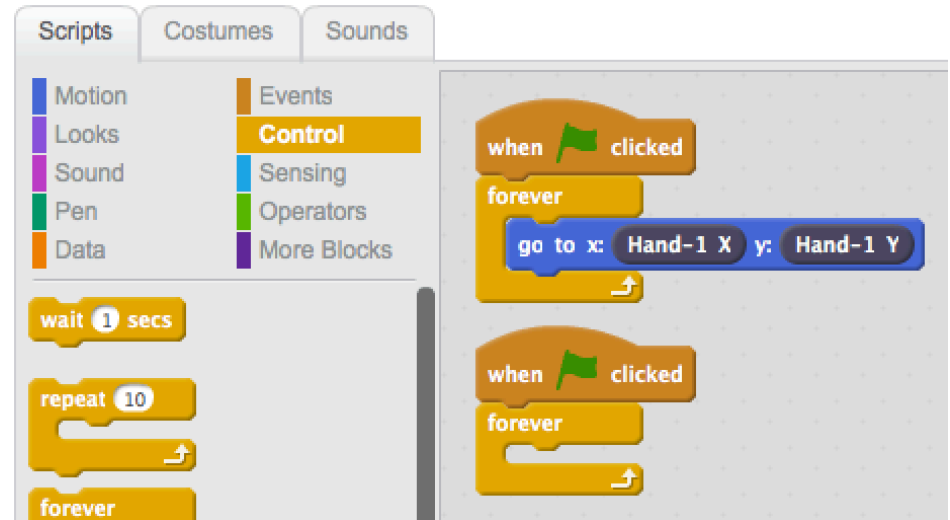




Assignment 2

Select '**Control**' below the Scripts tab.

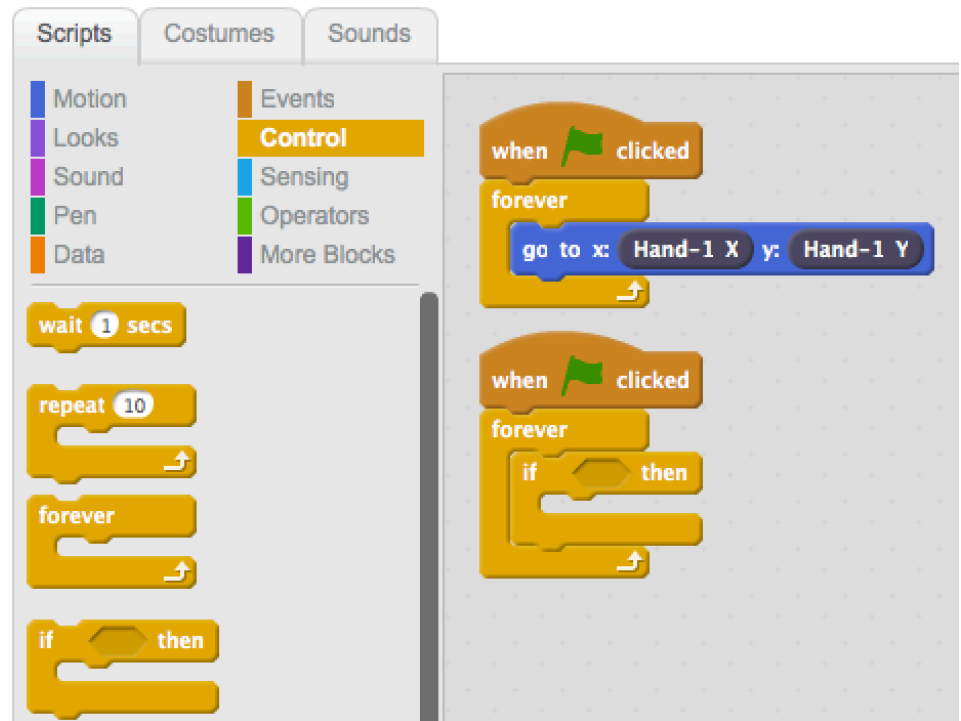
Now drag the building block '**forever**' to the programming field, directly below the previously inserted "**when (flag) clicked**" building block.






Assignment 2


Now drag the building block 'if <> then' to the programming field, inside the last inserted 'forever' building block.

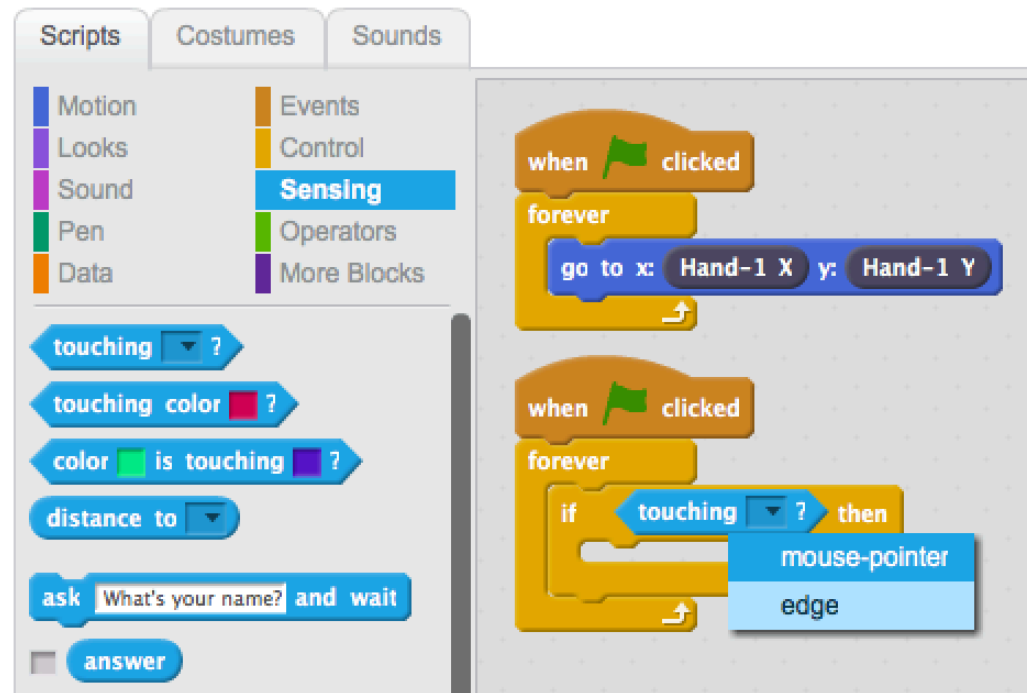


Assignment 2

Select 'Sensing' below the Scripts tab.

Drag the building block 'touching  ?' to the programming field, on the <> of the 'if <> then' building block.

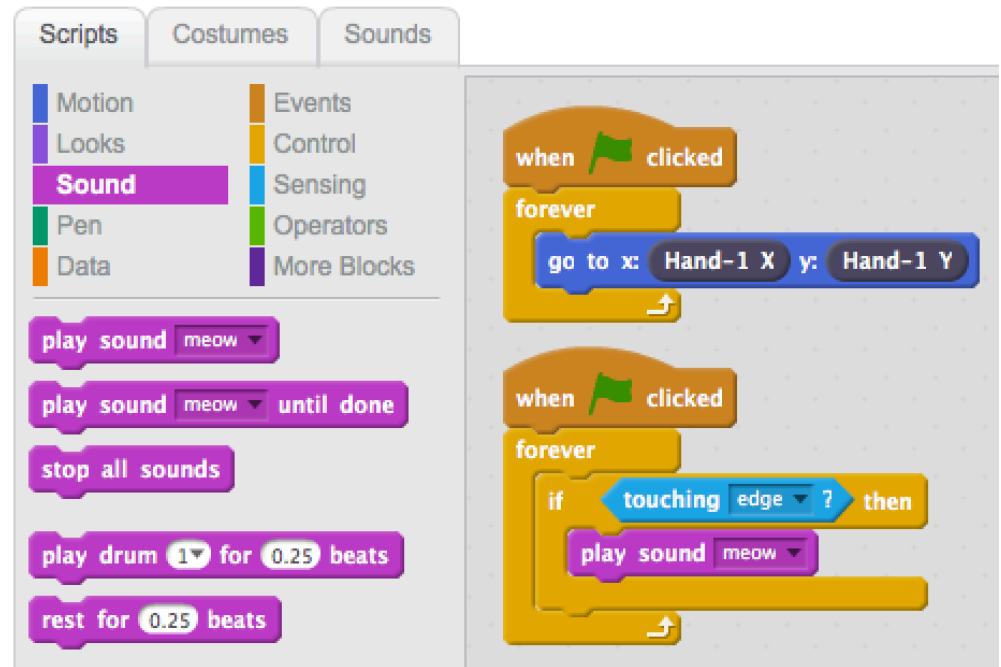
Now select 'edge' from the dropdown in the previously inserted 'touching  ?'.



Assignment 2

Select 'Sound' below the Scripts tab.

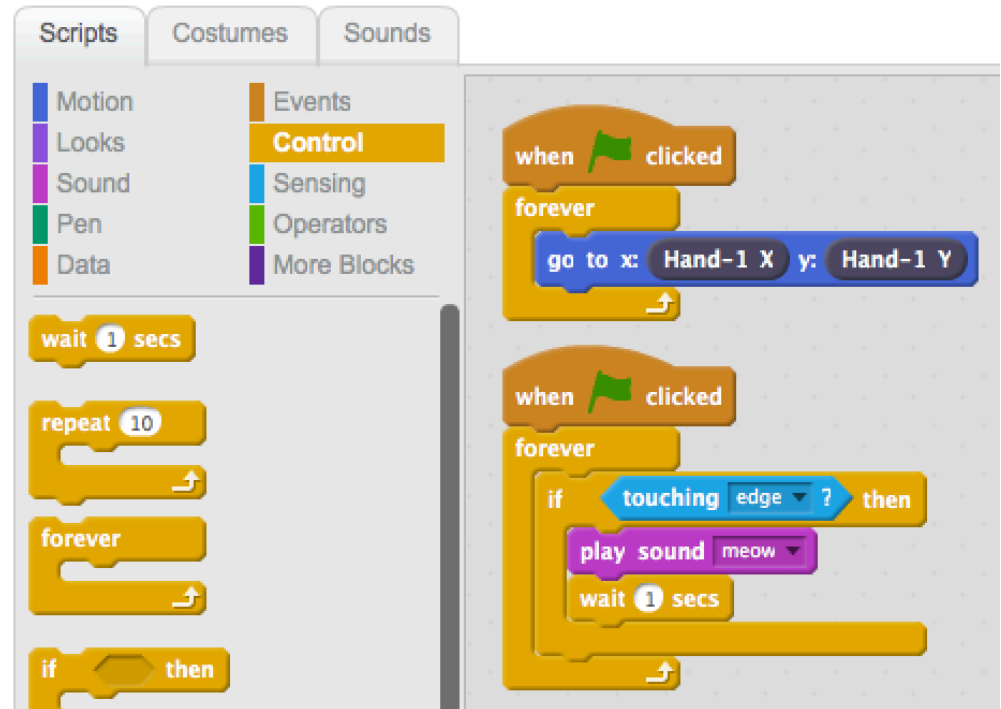
Now drag the building block 'play sound [meow]' to the programming field, inside the 'if <> then' building block.



Assignment 2

Select 'Control' below the Scripts tab.

Now drag the building block 'wait 1 secs' to the programming field, directly below the 'play sound [meow]' building block.



Assignment 2

If you click the green flag above your sprite, you will see that the sprite will follow your hand. And when the sprite touches the edge, you will hear a meow sound.

