Snap! Mouse interaction, push-buttons on stage

COR100 Snap! Programming Fall 2022

UNIT 3: GAME DESIGN

- [ ] User interaction using mouse pointer
- [ ] Conditionals (Wait until)
- [ ] Numeric variables (numbers)
- [ ] Variables as sliders
- [ ] Keyboard events (polling)
- [ ] User input with buttons

Mouse interaction

Mouse events for sprite and stage

1. Clicked mouse
2. Pressed mouse
3. Dropped sprite/stage with mouse
4. Entered sprite/stage with mouse
5. Departed sprite/stage with mouse

Examples:

- create a new project,
- import the `reset` script
- write the first script,
- duplicate and alter accordingly.
- Switch `mouse x` and `mouse y` buttons on (`Sensing`)
- Remember to `clean up` once you're done
- Remember to write a short note on the purpose of this project, e.g. "`Testing mouse interaction`"

- Clicked mouse:

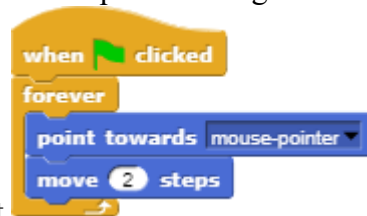- Pressed mouse:

- Dropped sprite/stage with mouse:

- Entered sprite/stage with mouse:

- Departed sprite/stage with mouse:
- Test each script with a sprite and then with a stage

Make mouse follow the pointer

- You can make a sprite follow the mouse pointer using the script below

- Create a new sprite for this script

Cat-and-mouse

Use this same idea to make one sprite follow another:

1. create a new sprite `hunter` and another sprite `prey`
2. add costumes `cat` and `mouse`
3. write the code and test the script
4. ways to refine script:
   - make `cat` sneak up on `mouse`
   - make `cat` eat `mouse`
   - make `mouse` eat `cat`

See: sample solution

Use push-buttons on the stage

- Click or push-buttons have a specific shape and a label

s8_stop.png
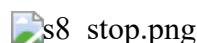
- Make a new project to implement a click-button:

  1. Get a button sprite (no built-in buttons)
  2. Use the `When sprite clicked` event to activate button
  3. Send `broadcast` message to sprite carrying out an action
- Interesting actions include `Pen` art (make a drawing)

TODO **Numeric variables**

TODO **Change variable values**

TODO **Switch on variable slider**

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