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Make a digital dressing-up doll.

- 1) Choose a sprite by selecting "Harper". Dress Harper to go to a party.
- 2) Choose the **Dress** sprite in **fashion**.
- 3) Drag the dress onto Harper.
- 4) Make the dress change when you click on it by adding this code to the dress.



Dress

You need a good party backdrop, and different backdrops for different situations.

- 5) Click on the Stage and select a backdrop for a party.
- 6) Add a button sprite and edit the costume, with the text tool **T** to add a "party" label.
- 7) Add code to the party button that switches to the party backdrop and broadcasts the change to other sprites.
- 8) Add code to the dress that **receives** the message, and **shows** the sprite.

Add backdrops and new clothes for different situations. What works for school?



```
when this sprite clicked

switch backdrop to Party ▼

broadcast party ▼
```



- 9) Click on the Stage and choose a backdrop for school.
- 10) Add a button and edit the text to 'school'.
- 11) On the school button add code to switch to the school backdrop and broadcast the change, like before.
- 12) Choose **fashion** items to wear to school, such as the Shirt.
- 13) For each item of school clothing, show it when it receives the school message.
- 14) For each item of school clothing, hide it when it **receives** the **party** message.
- 15) Don't forget to hide party clothing when it receives the school message.

school when this sprite clicked switch backdrop to School oroadcast school when I receive party hide

Try adding a new design to the **Shirt** sprite.

16) Duplicate the original Shirt costume.



17) Edit the duplicate, selecting and deleting the existing design.

18) Choose another costume for the new design.

- 19) Select and copy the costume.
- 20) Go back to the blank Shirt and paste in the new design. You may have to resize it.
- 21) Finally, delete the costume you used in the design.

Remember to **Save** your code.









