

SCRATCH DigiDoll



Register/login at <https://scratch.mit.edu>

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

```
when this sprite clicked
  next costume
```

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.

8) Add code to the dress that detects the party backdrop, and **shows** the sprite.

```
when this sprite clicked
  switch backdrop to Party

when backdrop switches to Party
  show
```

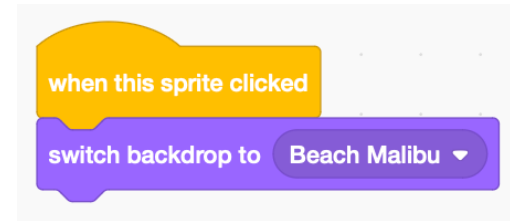
Add backdrops and new clothes for different situations. What works for the beach?

9) Click on the Stage and choose a backdrop for **beach**.

10) Add a button and edit the text to '**beach**'.

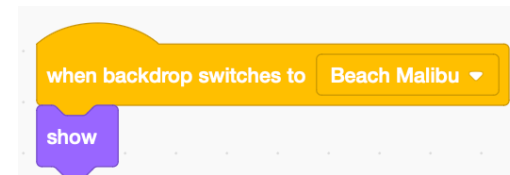


11) On the beach button add code to **switch** to a beach backdrop and **broadcast** the change, like before.

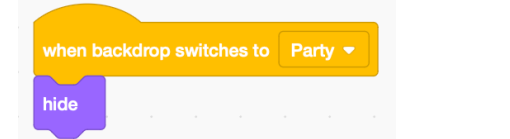


12) Choose beachwear items, such as the **Shirt**, and make some new sprites.

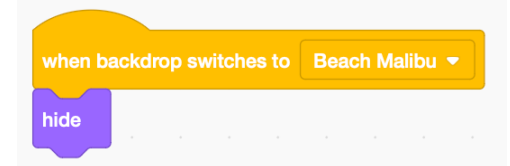
13) For each item of beachwear, **show** it when the beach backdrop appears.



14) For each item of beachwear, **hide** it when the **party** backdrop appears.



15) Don't forget to **hide** party clothing when the beach backdrop appears.



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



16) Duplicate the original Shirt costume.



Delete

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



Copy

18) Choose another costume for the new design.

19) Select and copy the costume.



Paste

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.*