



Dragon Kite

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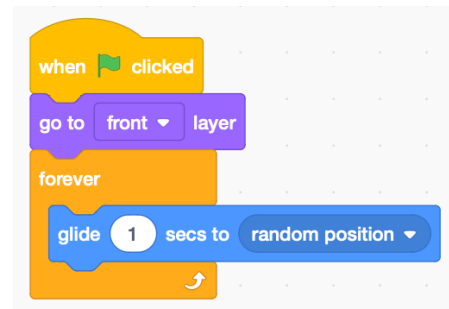
Dragon kites are traditional Chinese kites with long tails.

- 1) Download the dragon images from:
<http://codeclub67.github.io/images/dragon.gif>
- 2) Create a new sprite for the dragon by uploading the dragon images.
- 3) Select the dragon's head costume.



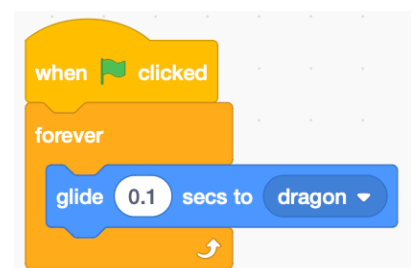
The kite blows randomly in the wind

- 4) When the code starts, the head should appear on the **front layer**. In a **forever** loop, it's blown to a **random position**.
- 5) Duplicate the dragon's head.
- 6) In the new sprite, select the tail costume.



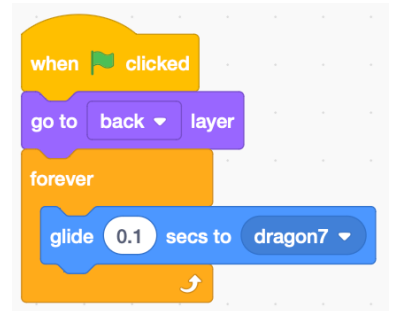
Tail sections are strung together.

- 7) Make the tail **glide** quickly (0.1 secs) towards the sprite in front.
- The first tail follows the head.



8) Duplicate the tail a few times (7 times looks good). Make each one **glide** to the tail segment ahead of it.

9) The **last** tail is sent to the **back layer**.



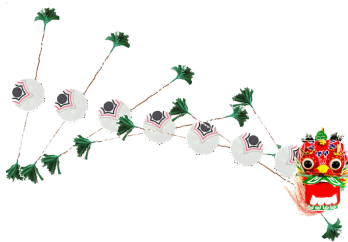
To send each tail sprite to its own layer, send it to the back and move it forward as many layers as needed.

10) The last-but-one tail is sent to the **back**, and then **forward 1 layer**.

The next one is sent **forward 2**, and so on...



The kite twists and turns in the wind



Turn each tail as it moves across the screen, from 0 at the left edge, to 180 degrees at the right edge.

- The x position for the screen edges are -240 and 240.
- Divide x by 240 to get a number from -1 to 1.
- Times by 90 to get an angle from -90 to 90 degrees.
- Add 90 degrees to offset it from 0 to 180 degrees.

11) Add this code inside the loop of each tail sprite.



Try making the head of the kite follow the mouse pointer.

Save your code with a good name. **File > Save now**