



Dragon Kite

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



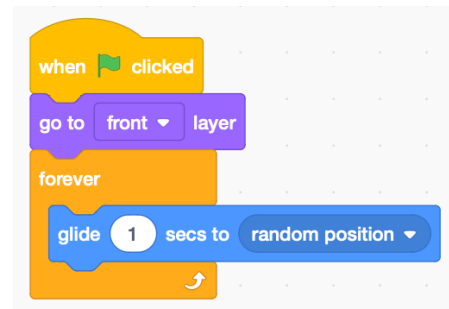
Dragon kites are traditional Chinese kites with long tails.

- 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.



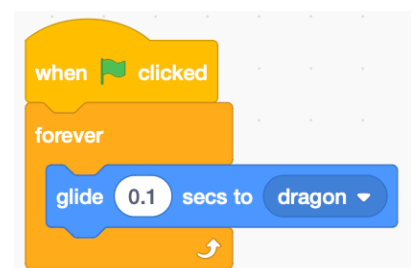
The kite blows randomly in the wind

- 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.



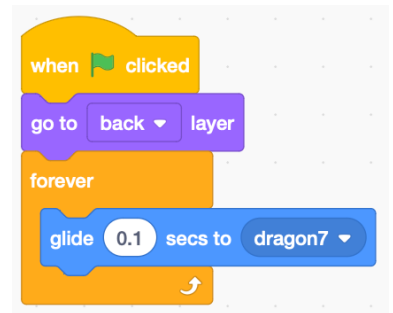
Tail sections are strung together.

- 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**.



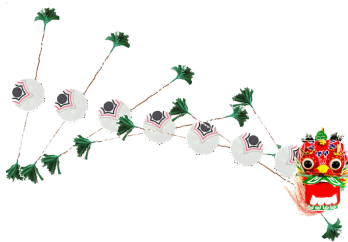
To send each tail sprite to its own layer, send it to the back and move it forward as many layers as needed.

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



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

- *The x position of 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**