Wildlife explorer

Based on https://projects.raspberrypi.org/en/projects/count-the-creatures/.
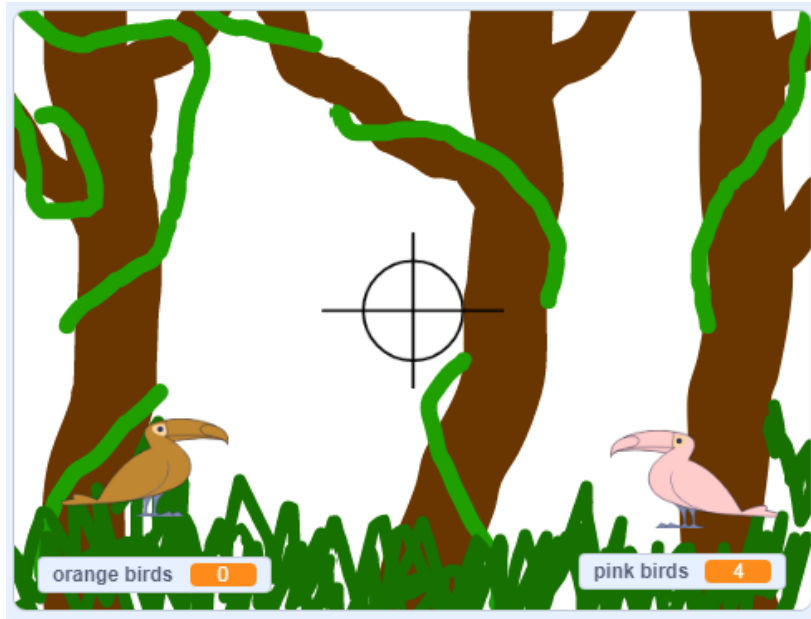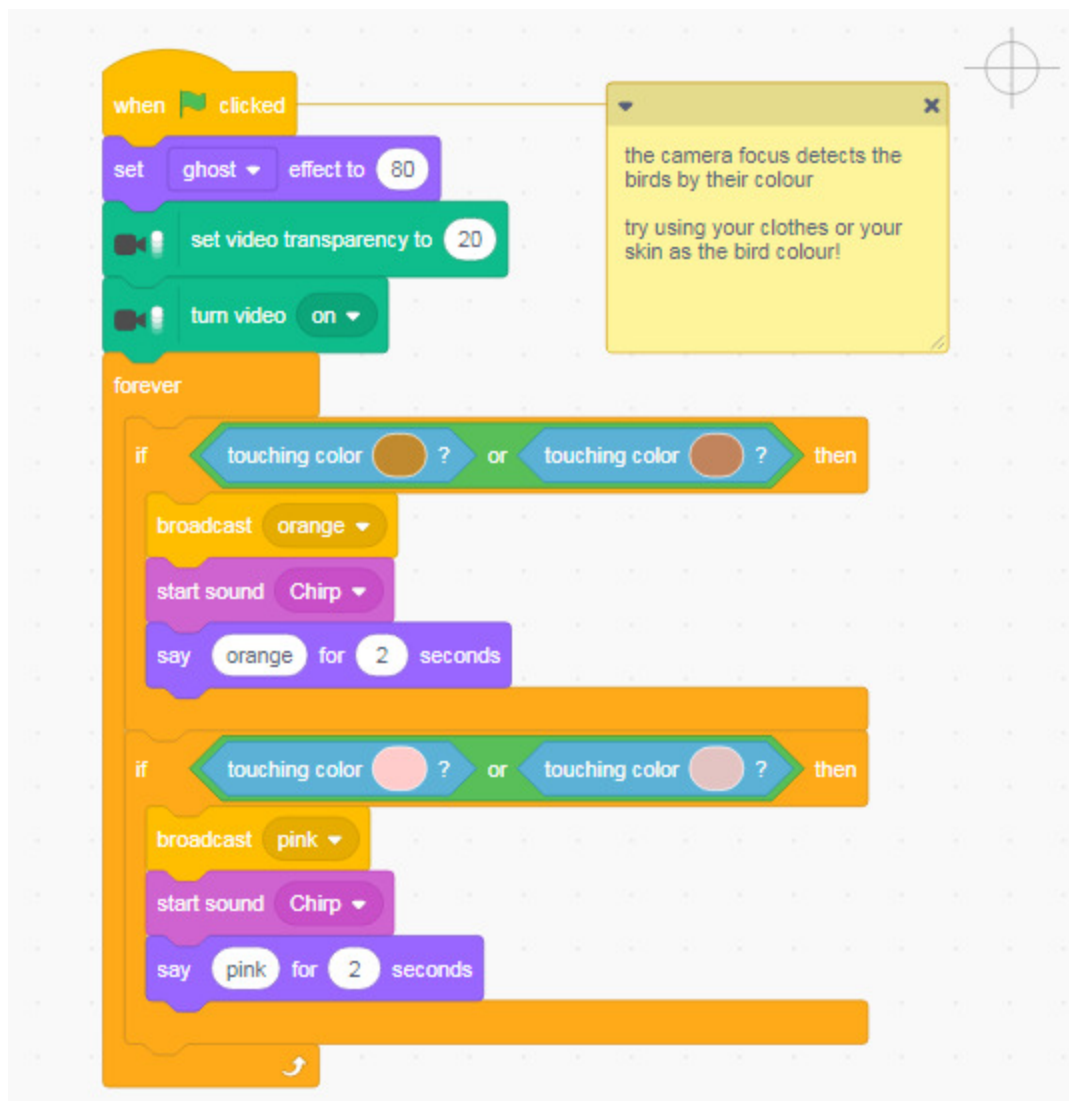(I drew a backdrop for my project, but you don't have to.)

The bird code is quite short. You need to create a message and a variable for each bird:

Leave the bird's costume colour for now, we will come back and set it once the focus sprite has detected the colour we are using.

Next we draw a sprite to be the focus of the camera that will detect the birds, and add the code below. You need to add the extension for Video Sensing, and then the green blocks will appear.

Use these blocks to turn the computer's camera on, and then select the colour that will trigger the camera using the colour picker tool.
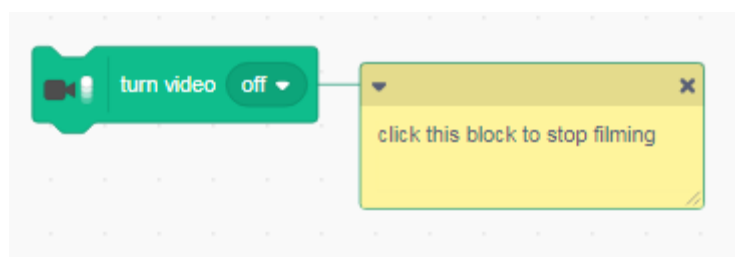
We use ghost effect to make the focus a bit less visible. A message is sent to the bird sprite when we detect a colour.

The reason for the 'or' blocks is that computers can be quite variable in detecting colours, it will depend on the lighting where you are, for example.

Save your project!

Test your code, to make sure it can detect the colours. Then click on the colour to read the numbers that define it, and you can use these to colour the bird's costume.

This last block is useful, you can click on it at any time to stop filming:

Save your project!