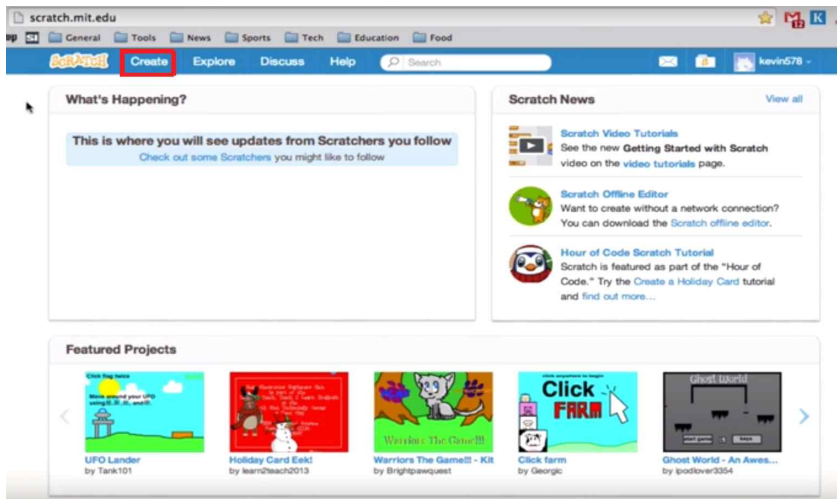
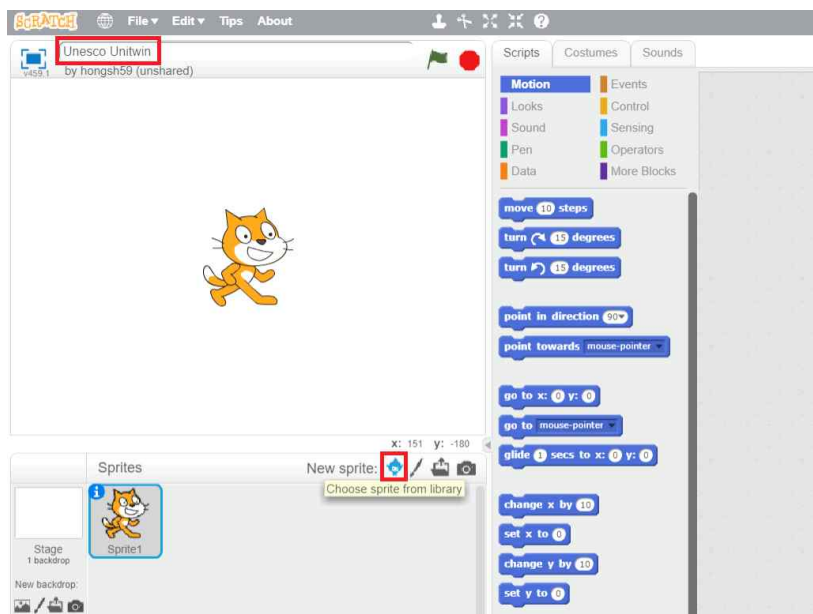


Scratch Tutorial 3 : Quiz Game

OK everybody, This is a third class about how to make a question - answer quiz game here on scratch. Now this will go over several new skills as **asking questions** and **using the answers** in our codes as well as **using events** and also **learning how to change** our back trap when different things happen,

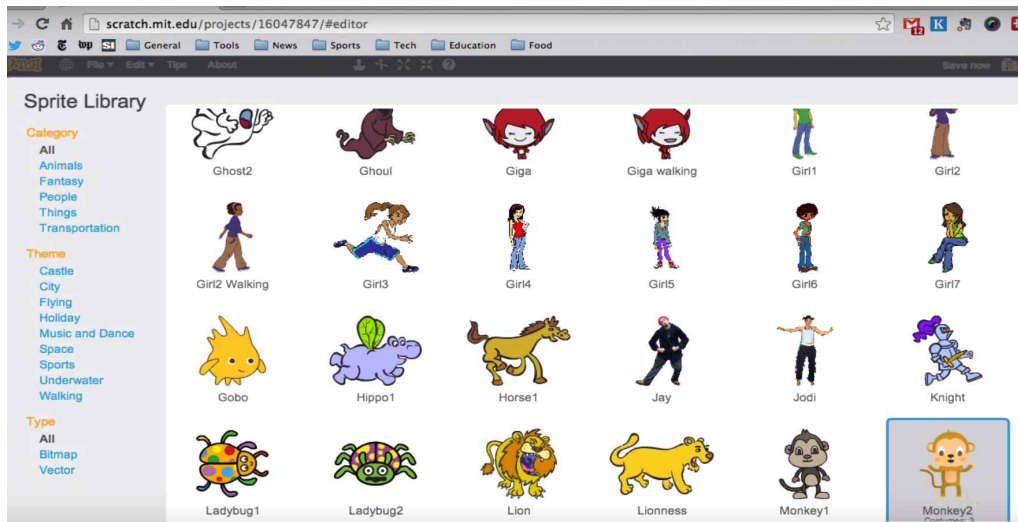


So here I logged in the scratch main page, here I'm going to go to create and make my new document here. Now first thing I always want to do is make sure I would give my program a title, as you know this class is supported by **Unesco Unitwin program by SookMyung University**. So I will name it **Unesco Unitwin**.

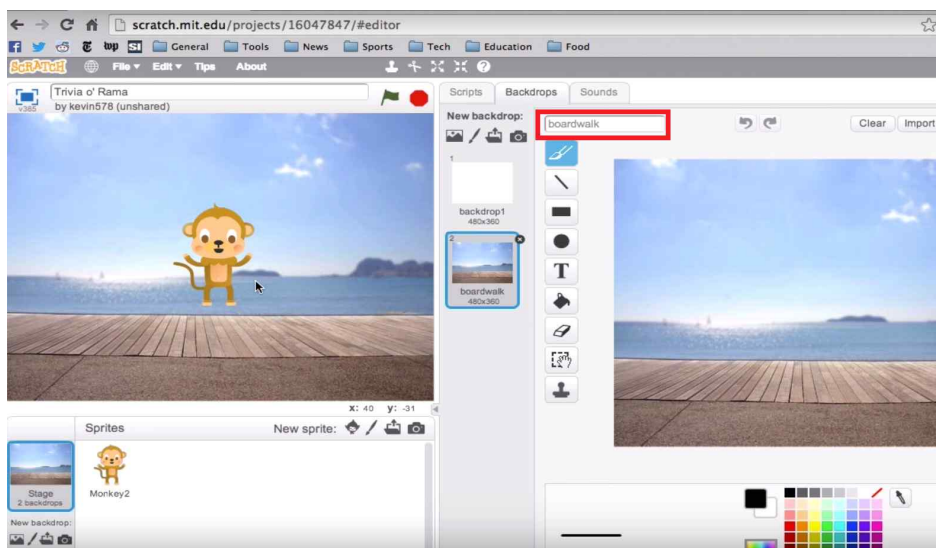


Let's see the name “**Unesco Unitwin**”, you can name it whatever you want and I am going to pick a new character. In **Sprite** Library, I am going to get in from here to what we want something that would be good at asking questions.

Let's see I like this **monkey** right here. you could pick what you want though so this monkey will be our main character.

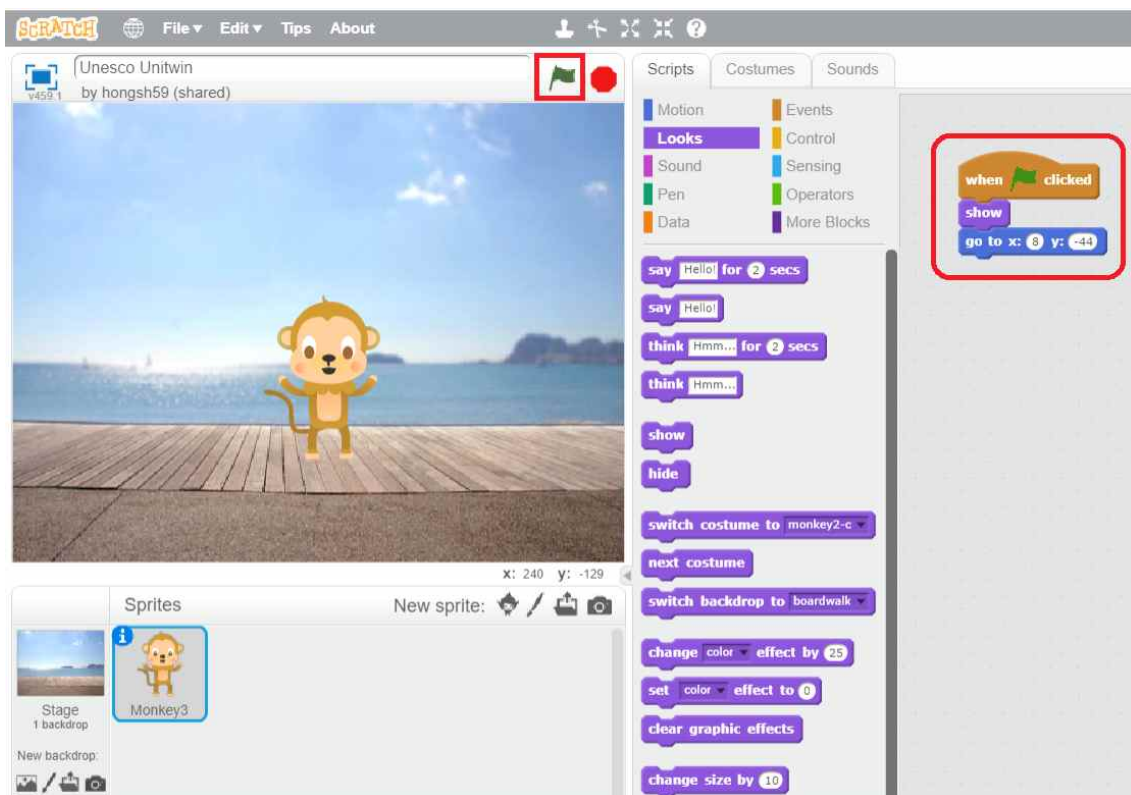


Now we need to give them **backdrops** and my first question is going to be the capital of the Indonesia. so I'm here in Indonesia, I think of several things but one of the most prominent is there a **boardwalk** along the shore. there so I'm going to click OK and now we have our monkey on the boardwalk, a kind of floating around. Let's put him down on the boardwalk and there he is. OK



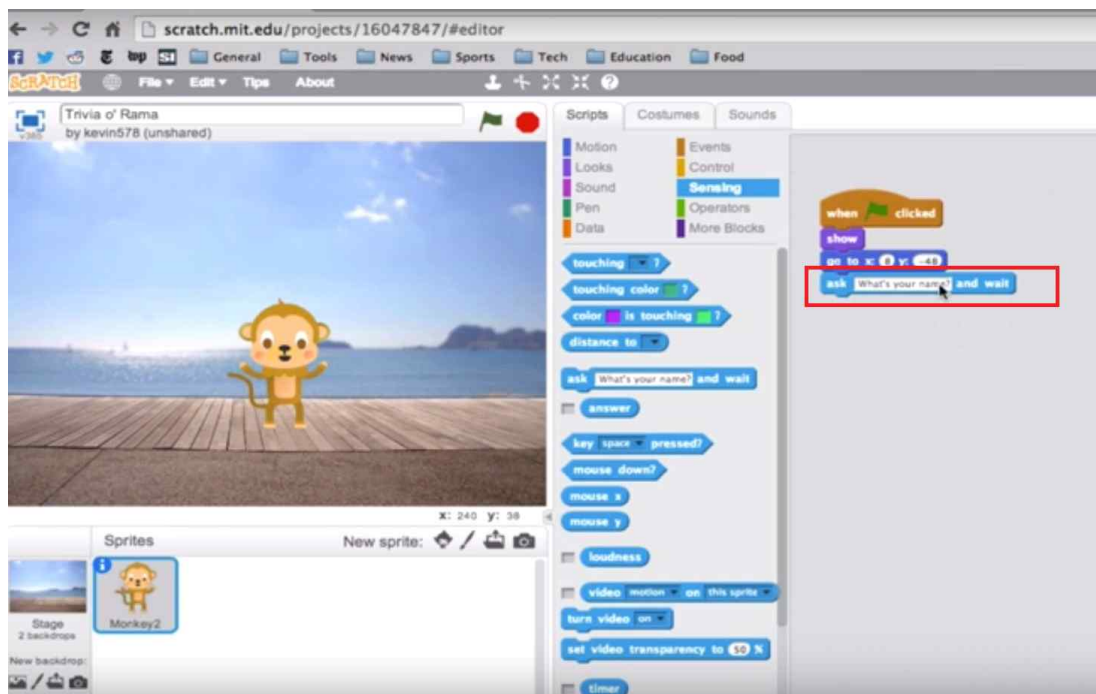
So I'm going to give the monkey some commands here(scripts), and I always want to get my **green flag clicked** that's the proper way to start things in scratch and then what I'm going to make sure I have him showing up and being in the right place.

I remember wherever you may dragged him to will be where the X and Y command ends up, so right now he is in this spot, **it is positive 8 and negative 44** if I would drag him over here then it will switch to **X 139 at negative 44**, So if you just put in the spot that you want him to, this will automatically adjust don't know if I was clearing that before but that will happen so I'm going to get **this(Motion -> go to x : y:)** out and I'm going to make sure he **shows** up OK.

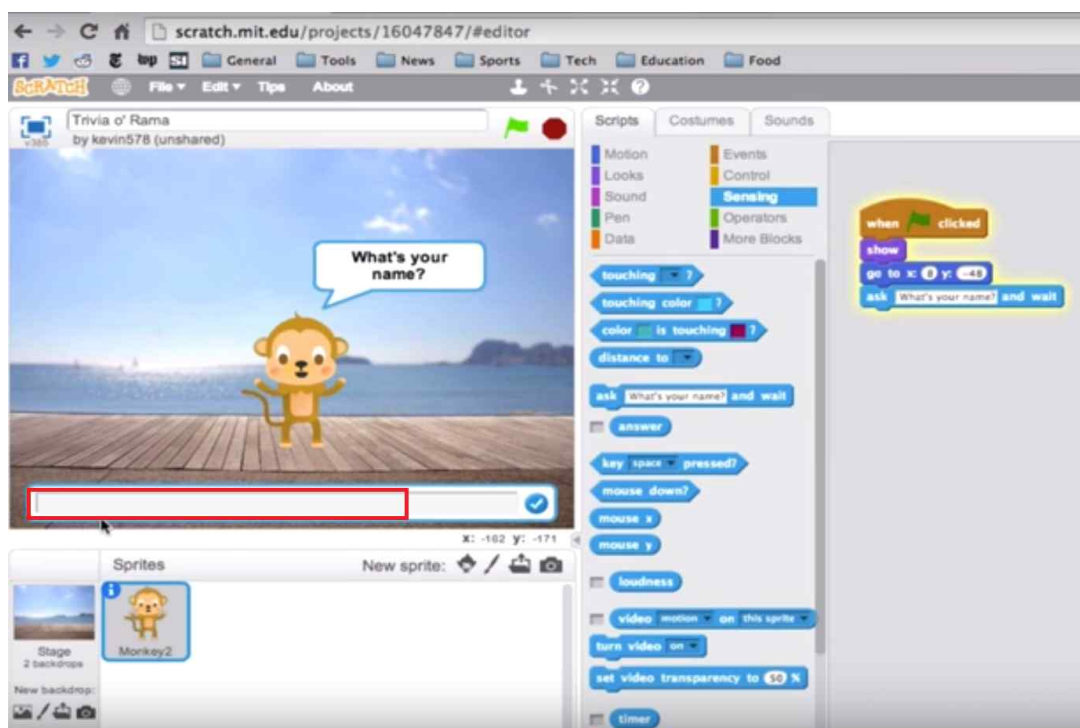


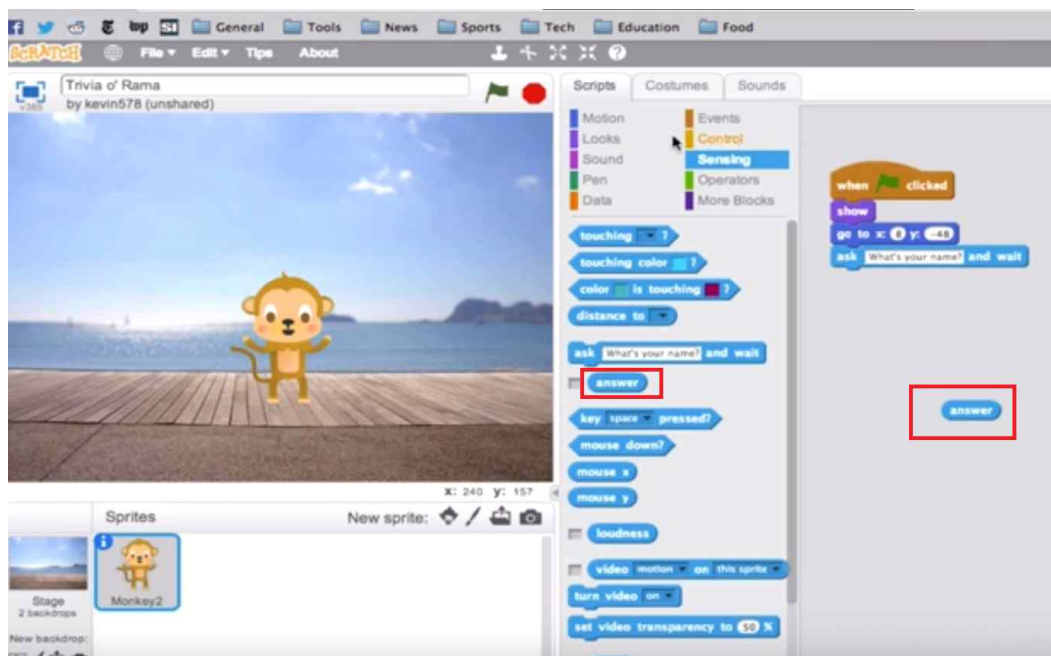
So there he is now no matter what happens. Let's say he gets over here somehow when I press that(**green flag**), he will go back down to his normal spot.

Now the thing that we're doing in this class is that we're going to learn how to ask questions of the users so that they could have some commands over what they are doing, what they are using your program so if you want to ask questions, you need to go to the **blue sensing area** where we haven't done much with that, but we can ask whatever question you want.



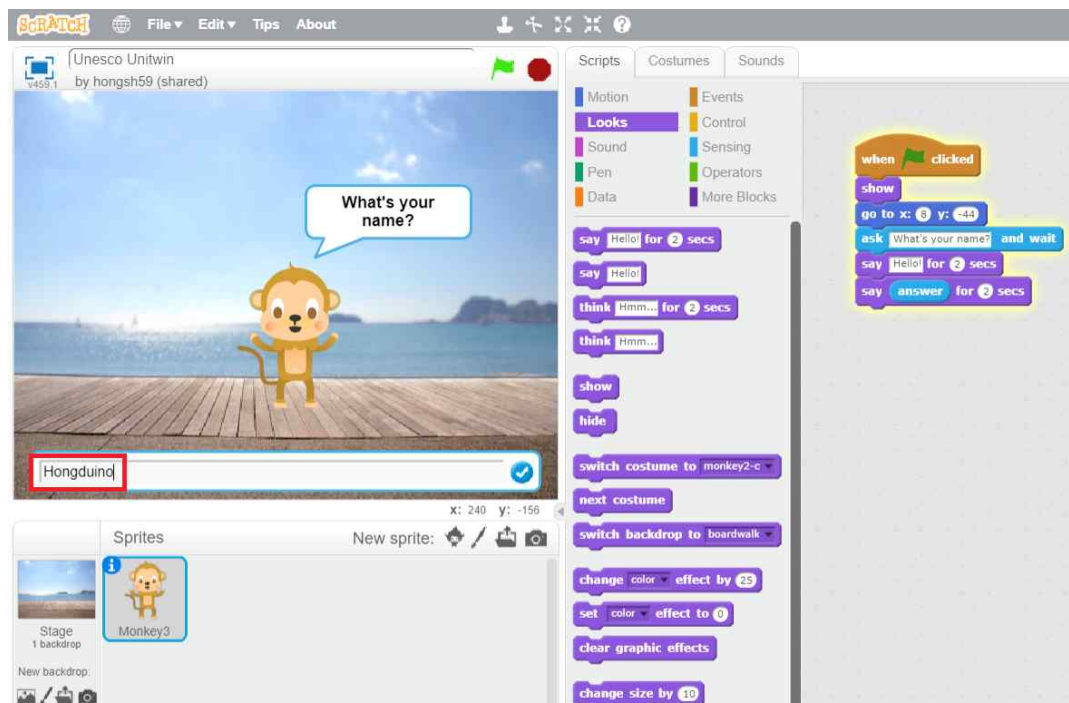
So I going to stick with this question **what's your name** and so now if you see when I press the green flag, you will ask what your name is and down here, you have a little area where you can type your answer to or where you could type the answer to the question. so If I type in **"Hongduino"** it just kind of goes a way but it does something and if you look down here, you could see answer and with that answer. We can use that to do several things.





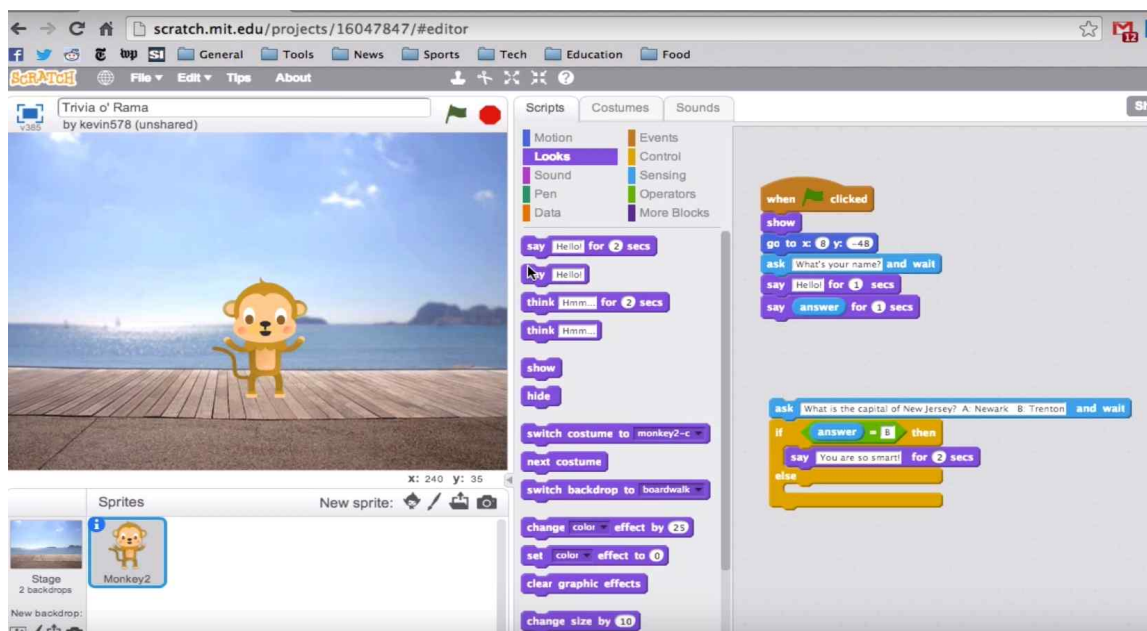
So what I'm going to do is I'm going to keep it here(Looks) then going to have then say a couple things. First I'm just going to have him say "hello" for one second.

I'm going to duplicate that and then I'm going to go down here and not what I could do is where I have the answer down here. I can put that in there so he'll ask me what my name is, I'll answer it.



He'll take account of that answer. He'll say hello and then he should say the answer back to me. So let's try this put what's your name and let's say **Obama** and now when I press **ENTER**. **Hello Obama** and whatever answer you put in is what he will answer. So let's say your name is **Genius**. OK

So you can give a lot more customization with that now. We're going to have him start off this way but what we want to do is we want him to ask some questions since this is a Q&A project, so I'm going to go back here to my question and I'm going to ask **what is the capital of Indonesia** and I'm going to give him some where. I'm going to give the person answering the question some options so that it's easier for them.

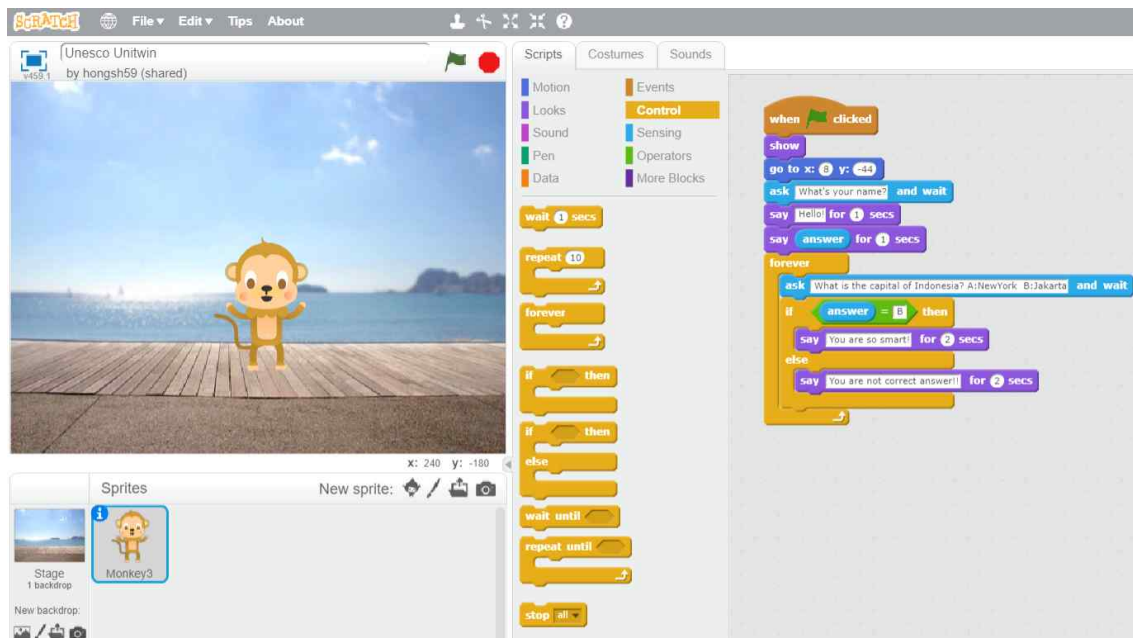


So my question mark and then "a". Let's have that be **NewYork** which is not the correct answer and "b" it can be **Jakarta** which is the correct answer, so I'm going to have this right here and to get response, to get something that we need out of this where you going back to go to a **back bar**, **if-then-else** statements so I am going to attach this right here and in this correct answer is B,

So what I want to say is if the answer that they put if that equals B. You know here if the answer equals B then we are going to have him say something that indicate that you got the answer correct so if that happens then I'm going to have him say I'm not going to say hello that would not really make much sense I'm going to have him say **you are so smart**, exclamation point for two

seconds.

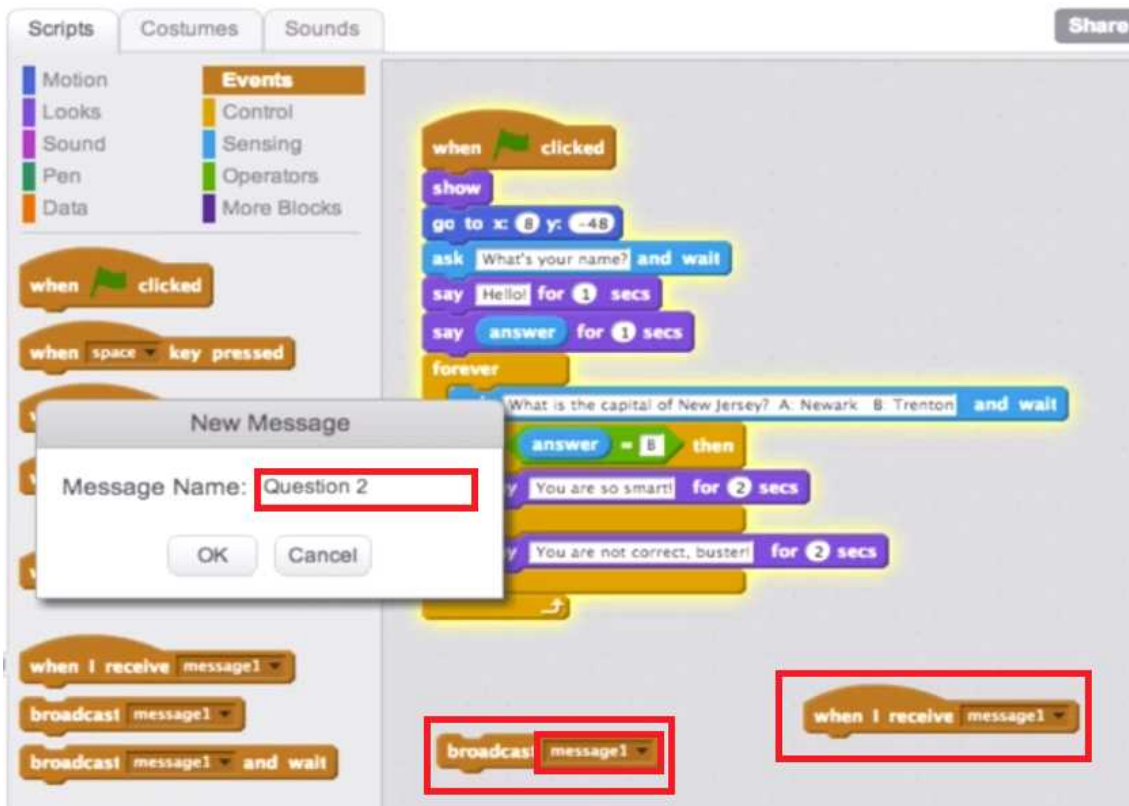
And If you get it wrong I'm going to have him say what should I have him say let's him say **you are not correct answer** and exclamation point. He is an excited monkey and so what I want to do I need to make sure that this is wrapped in a **forever** thing so that this is always happening and let's see if this works so,



What's your name and we say **Hello Obama**, and What is the capital of Indonesia and I say New york, that new york **you are not correct answer** right, but I get my answer correctly B jakarta, **you are so smart**.

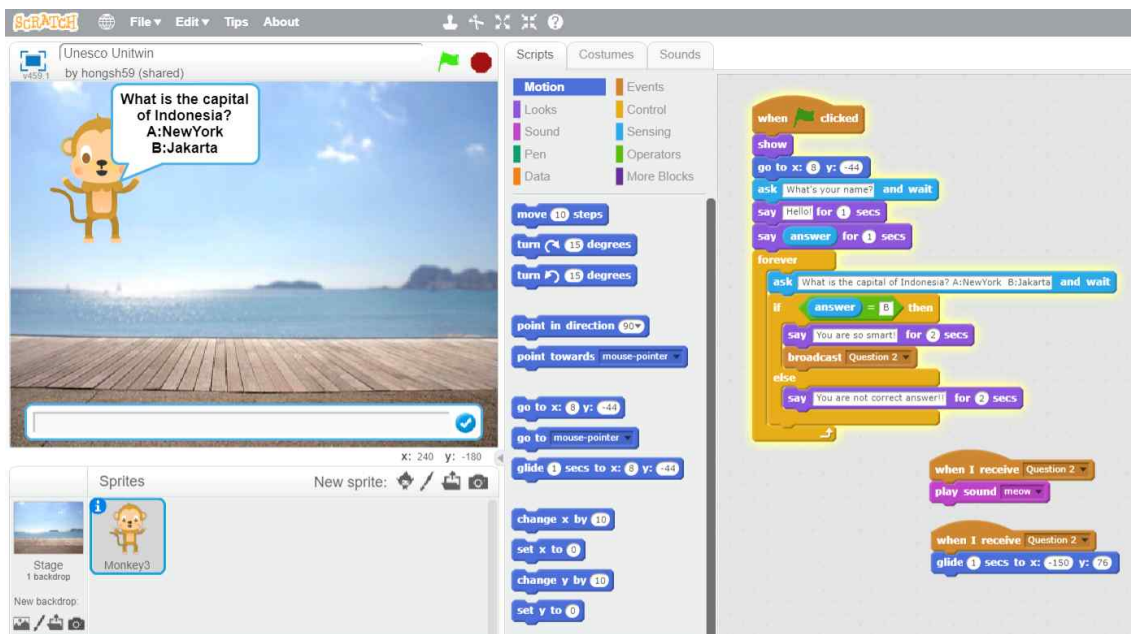
Now this might be well done. So next what I want to do is that if the answer is correct we're going to go to these new things that we haven't used and these are called **broadcast messages** here I believe is right here so this is useful for doing one command across a bunch of scripts.

So once something happens then it will **broadcast this message** and then in any scripts that you could have **when I receive the message** one do something, so here first I'm going to make a **new message** and I'm going to say question 2 because where we're going to go after this and question 2.



So Boom, you are so smart for two seconds and then I'm going to broadcast question 2, so when I receive question 2 then I could have it do whatever I won so for example if I wanted to play them all.

I'm going to change this but let's say I wanted to if I get this correct it should say you were smart first you were so smart for 2 seconds then it will broadcast question 2 now I received question 2, it should play **meow** and I'll even have them do something else when I receive question 2 meow and now I don't want to do that I want to let's have them glide over here. OK



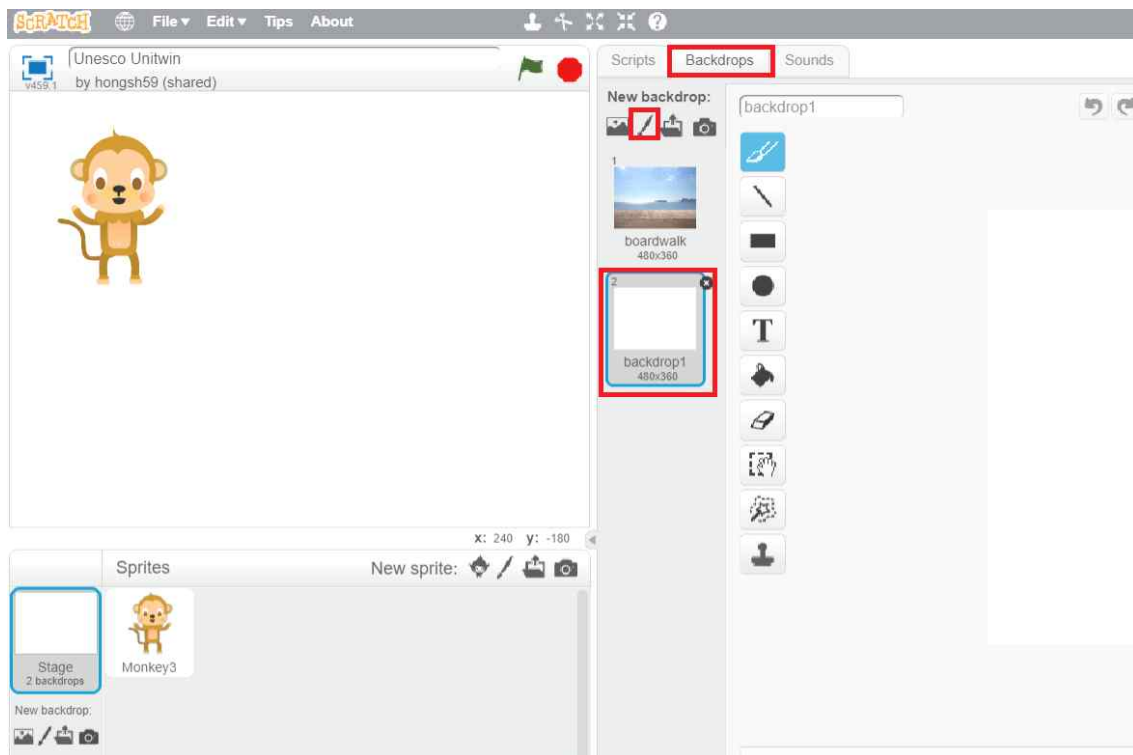
First I'm going back to the green flag, Click it, What's your name? Obama. Hell Obama. And then What is the capital of Indonesia? Correct answer is jakarta. Enter it, If all is well done, You can hear **meow sound** and then you can see **the gliding movement** of monkey. If everything is OK. You are so smart and you see that happen there OK.

But we do not want that to happen are going to happen, so I'm going to get rid of this but hopefully you see the concept behind that and how that might be able to help you out in some of your commands. Especially when it becomes more complicated and you're doing these commands across several sprites so what we are actually going to do is we are going to broadcast question 2, but then to make sure all the stops. We are going to stop the script, OK or **else say you are not correct answer** for seconds 2 and that should cause it to go again and let person guess one more time.

So let's try getting incorrect and "New york" enter, you are not correct answer and then it will go back to there so that hopefully the person will eventually get the answer correct and they learn their lesson.

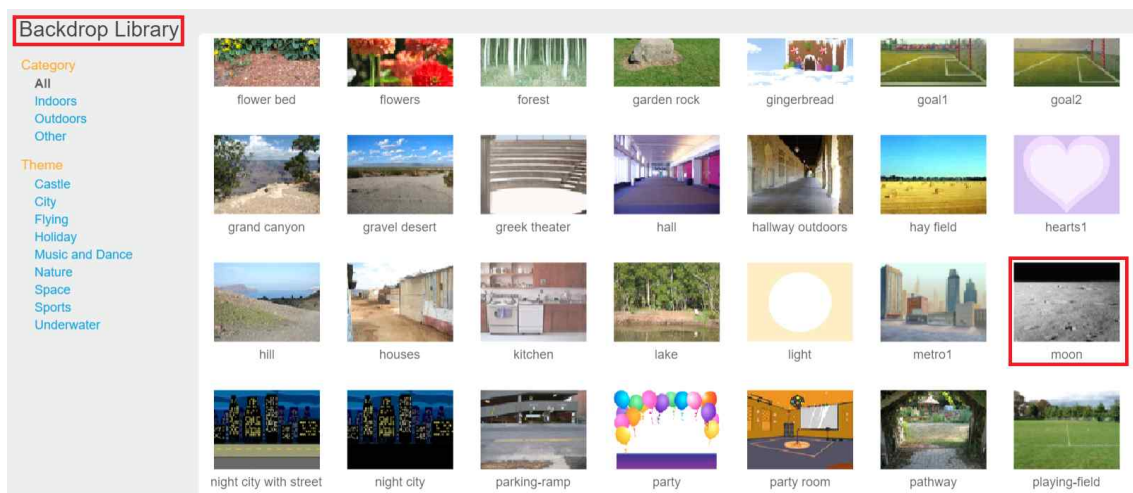
-----제거 가능-----

Now what I want to do is once you get that correct. I want to change the background so I'm going to go back to stage I'm going to get a new background **I'm going to just get rid of this** because I don't need it and I don't like it there.

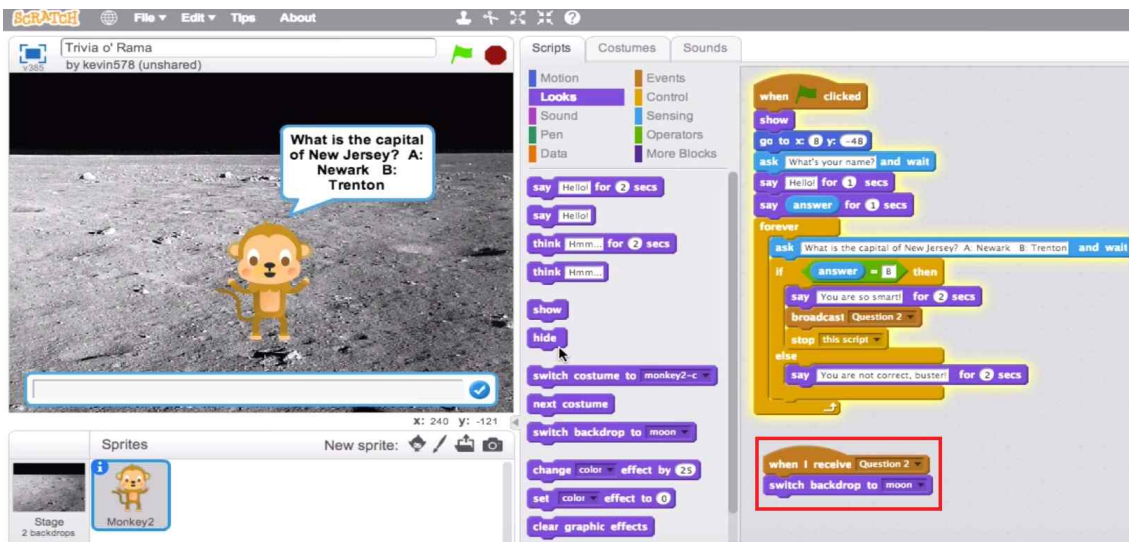


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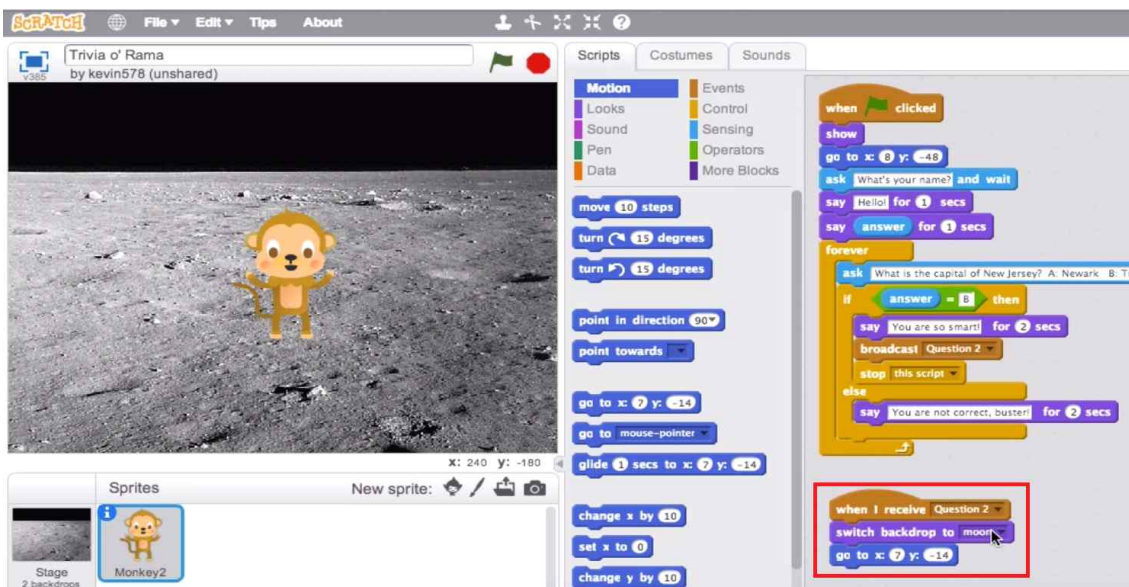
And I am going to have my second question be about the moon, so there is the **moon** right here. OK



I am going to have that there, I'm going to keep it on here and now I'm going to go back to **my script** with the money here. and now what I could do is in **Events** when I receive question 2, I wanted to switch the backdrop so I want to go to **Looks** and I'm going to **switch the backdrop** to moon so now when this is broadcast the moon show up.

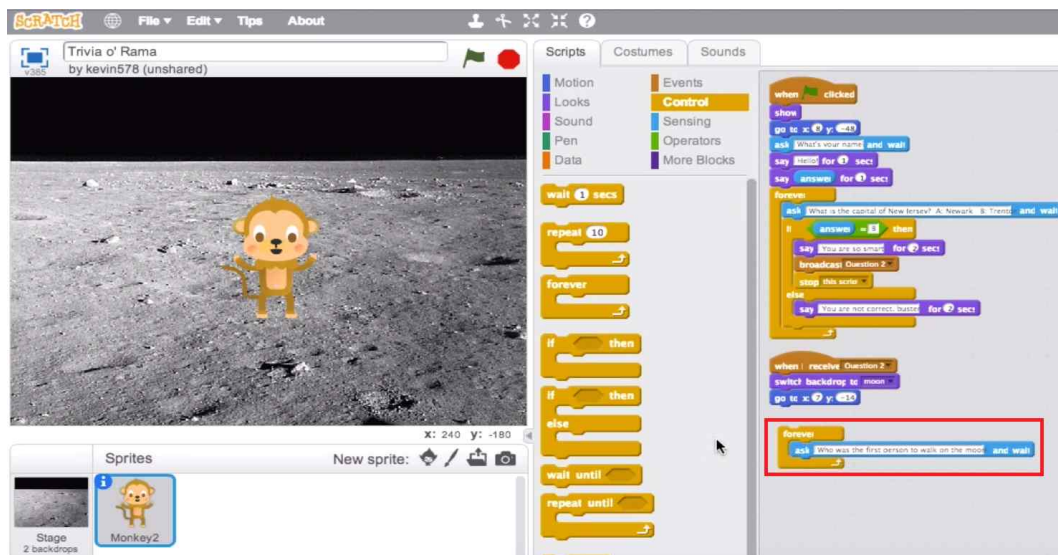


So switching the backdrop to moon make sure it looks good and just because I think he looks a little better like that up there, we're going to have him move so I'm going to go him go to this point, I don't want to ask my question anymore OK.



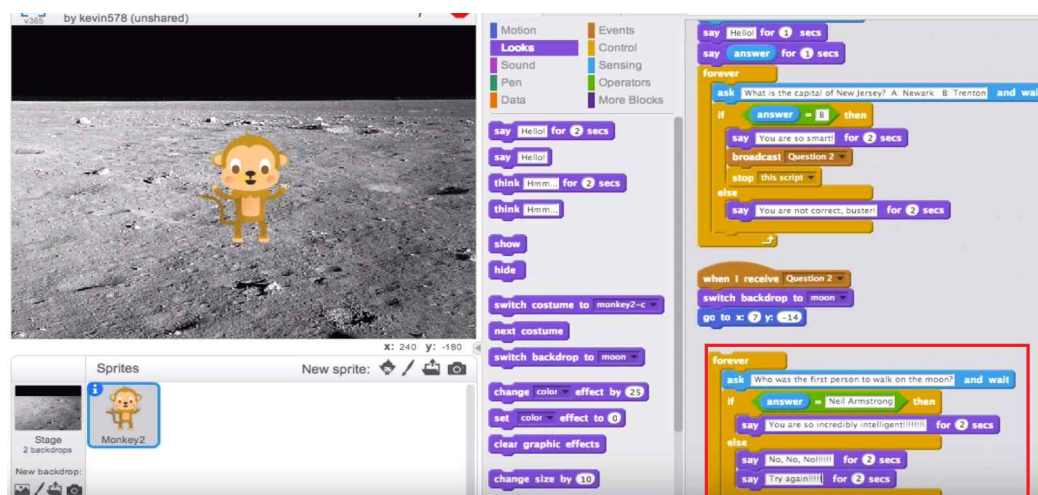
I'm going to have him ask another question and this is going to be the exact same pattern as before so **forever** I'm going to ask in a separate command first I'm going to ask **who was the first person to walk on the moon** and OK.

And I might want to have this go out a little bit because they're commands are getting small and I'm going to wrap this in the **forever** loop OK.

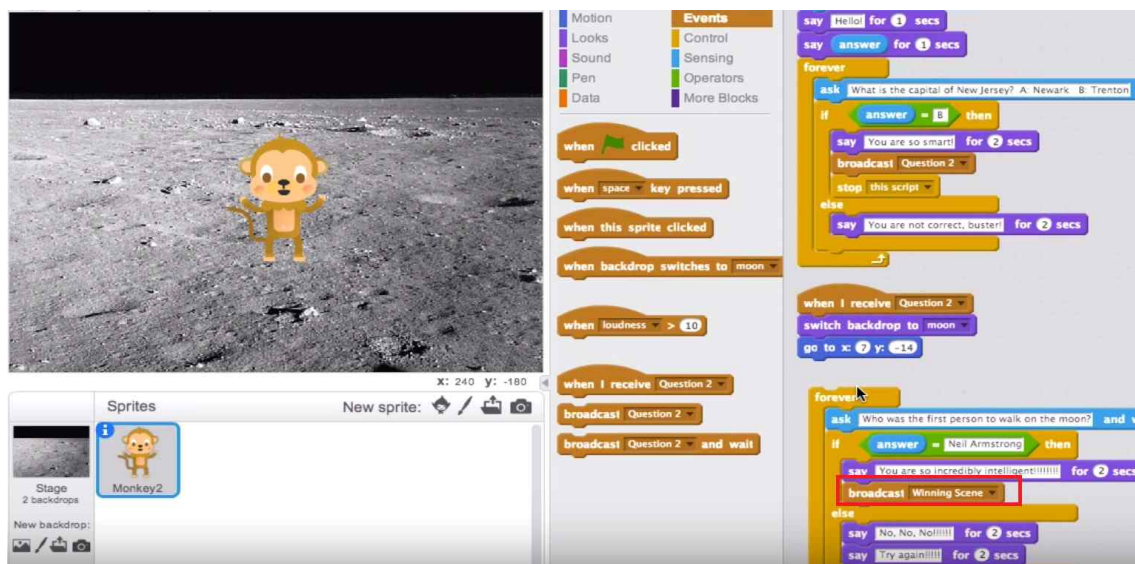


And now we're going to go to our **if then or else** statement OK. I go to my **green** one here if the answer equals our correct answer to this which would be **"Neil Armstrong"** and I'm just going to zoom in again here should be better now if our answer equals "Neil Armstrong" then this will be my last question, but if you want to keep on asking questions complete feel free to then.

We are going to say something else for bubbling right. Let's say **you are incredibly intelligent** right though because that would be good incredibly intelligence. Let's say **you are so incredibly intelligent** sounds for two seconds. I'm going to give them a lot of exclamation points because our monkey on the moon is very excited and then let's say if you're wrong he is going to say **"no no no try again"**



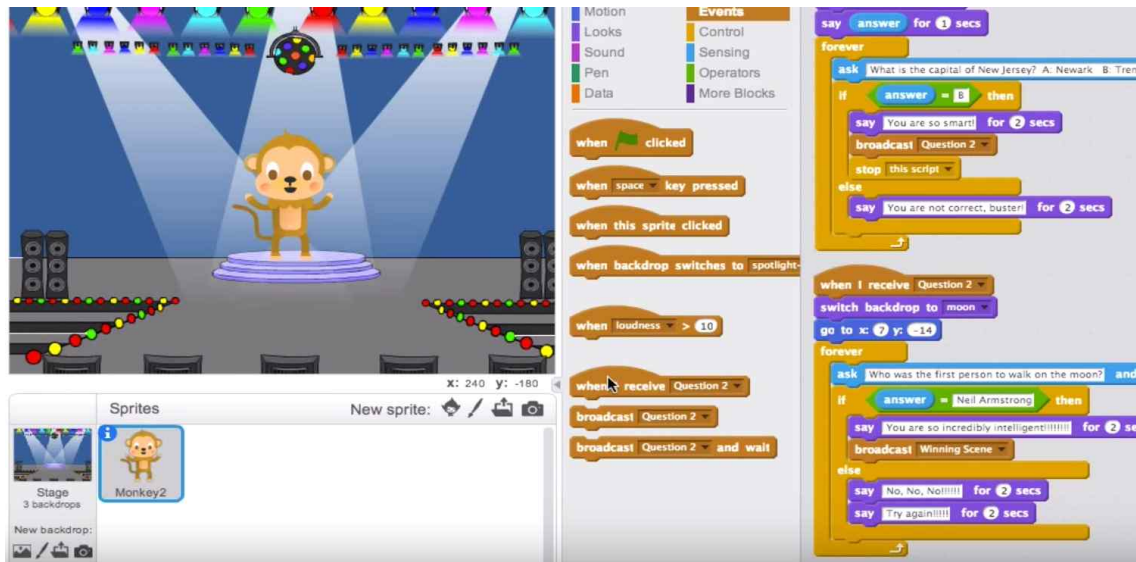
“no no no try again” that’s what I’m saying so two things but you could put whatever messages, you want this is your question-answer game you have as many questions as you want just following this pattern so I have this go here. If he’s correct you’re going to see is going to say **you are so incredibly intelligent** and then we are going to broadcast the **winning scene** so we need to go to our **broadcast** and we’re going to put it in there and we’re going to get a **new message** which is going to be winning scene OK.



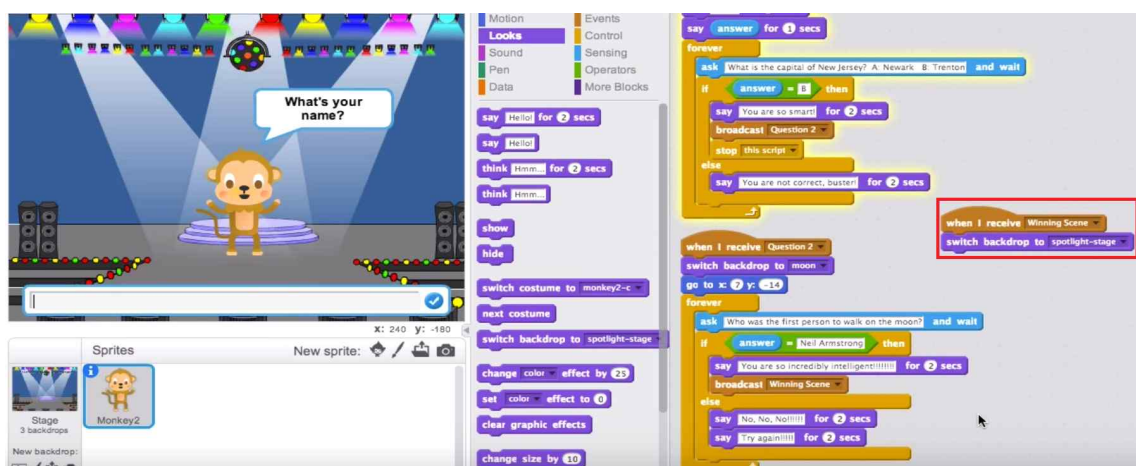
We have that there and then we need to choose a spot for our winning scene, so we need to go to backdrops and we need to pick a spot where he can go to once he has won and a good spot for the where would you go if you won, Let’s try the **spotlight stage**. OK



So goes up, we need to go back the monkey and he is in a perfect spot right there too which is good OK.

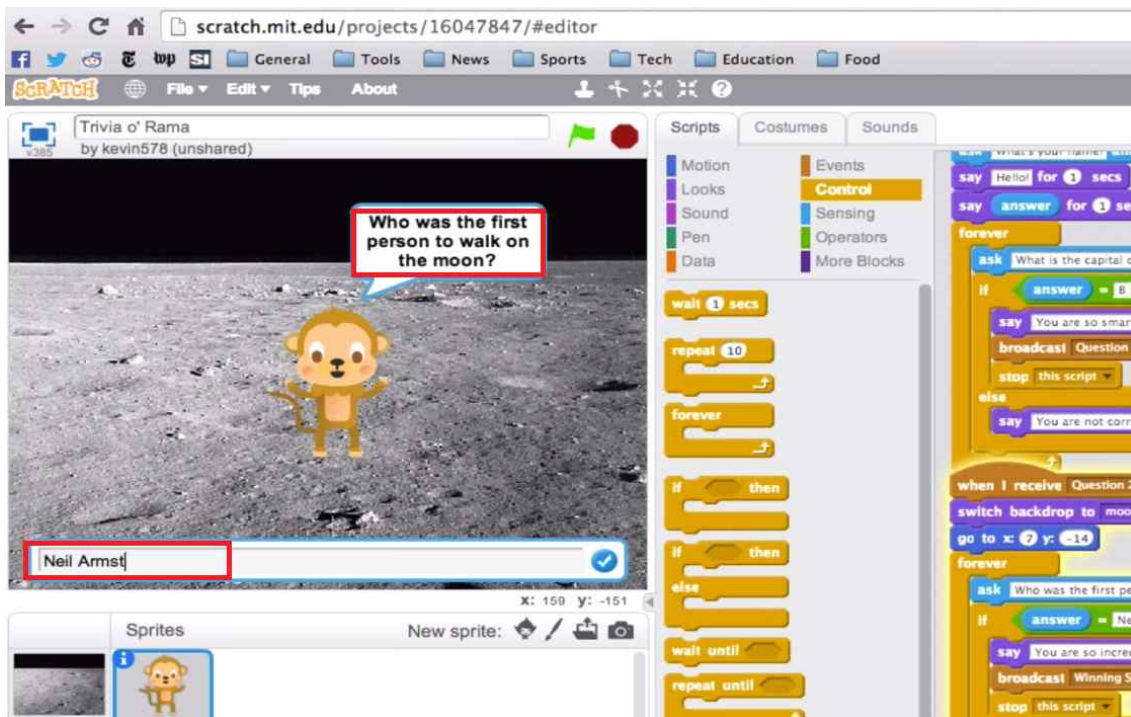


So now if we're going to broadcast a winning scene once he gets a correct **when I receive the winning scene** we need to switch our costume. I'm going to **switch the backdrop** not the costume of the monkey and we want to go **to spotlight stage** so let's try this all from the beginning and see if this works. What's your name? OK.



So let's make sure this is correct when that is clicked we need to **switch the backdrop to the boardwalk**. let's try this again there.

We go what's your name? **Obama Hello** and that would be B, you're so smart,

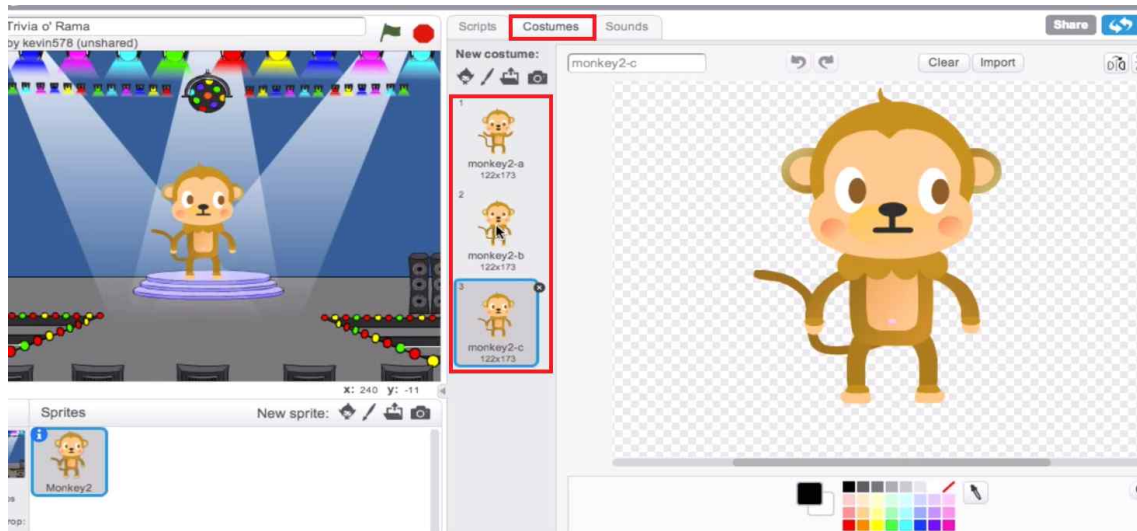


All right it was perfect.

And now we're winning scene and so let's have him **say** that "you win" for 0.5 seconds then let's have him **wait** for 0.3 seconds and let's have him **repeat** that 3 times I'll see how this looks. OK

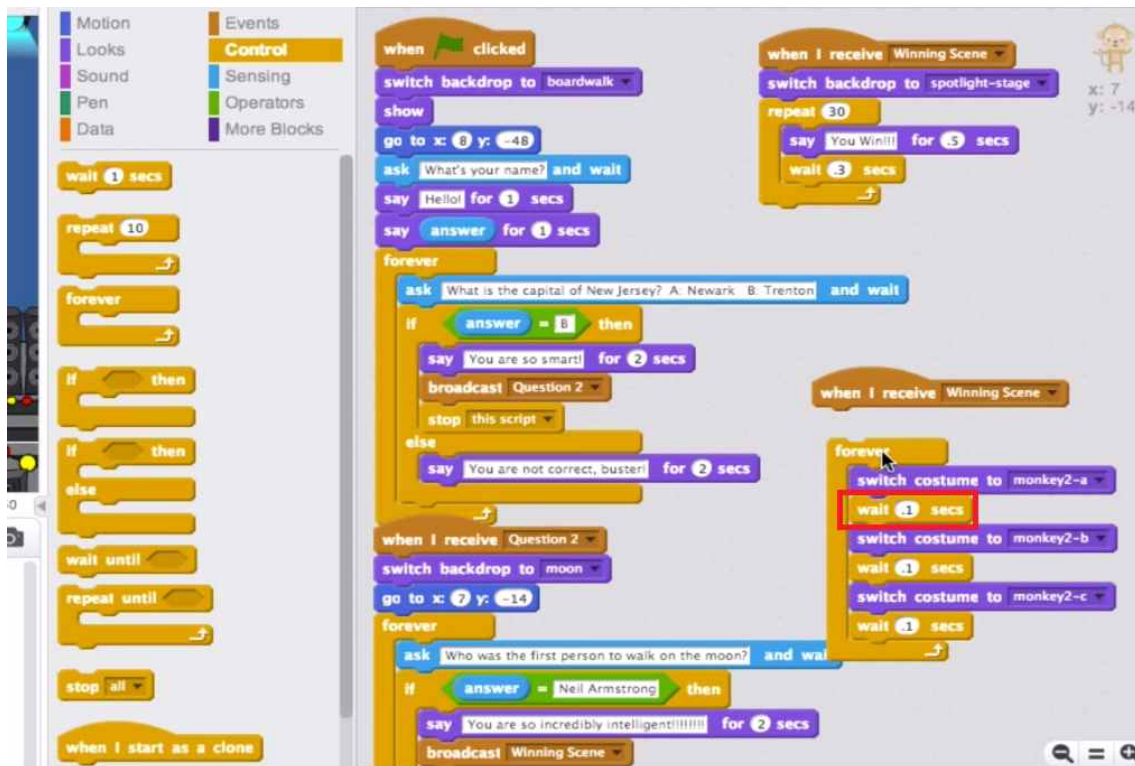


If I wonder if this guy has animations that we could play around with these monkeys.

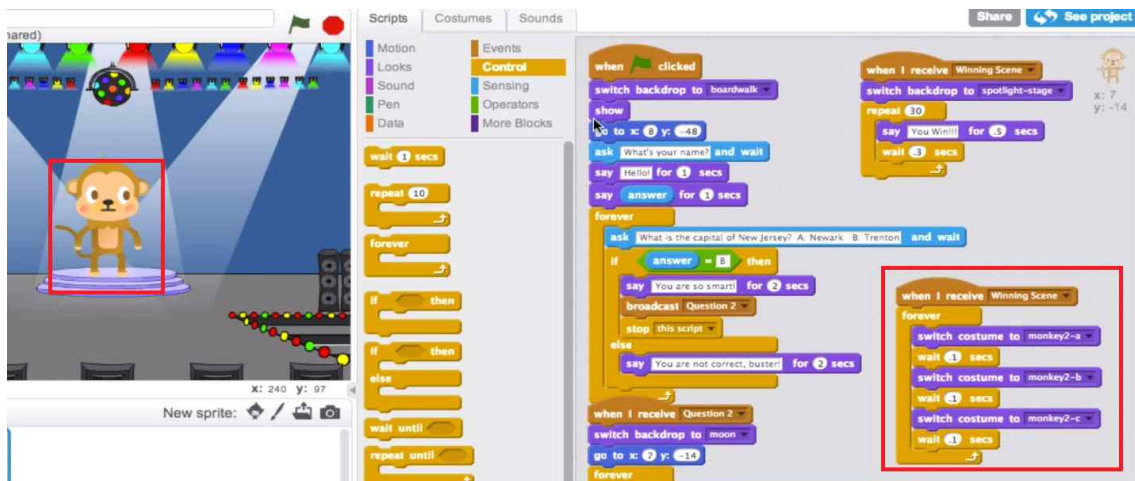


OK, so we are going to play around with our animations, so we have this one winning scene right here and again the good thing about having these messages is that I could just throw this up here and now do another thing with "when I receive" so we'll do the animation for it now "**when I receive winning scene**" and If you've done any animations I think a lot of you guys about how to do them but you are basically just switching between **the costumes** that would ever paste that you want to it's pretty simple, so when I receive winning scene we are going to go to **Looks** where's my costumes OK. I need all **three things** and I need to **wait** 1 second OK and how to snap them all together and make sure it goes monkey ABC so that we get all of the costumes at one and one is going to be **too long** so I'm going to go point one, point one and point one and I'll wrap it forever so it keeps on doing it.

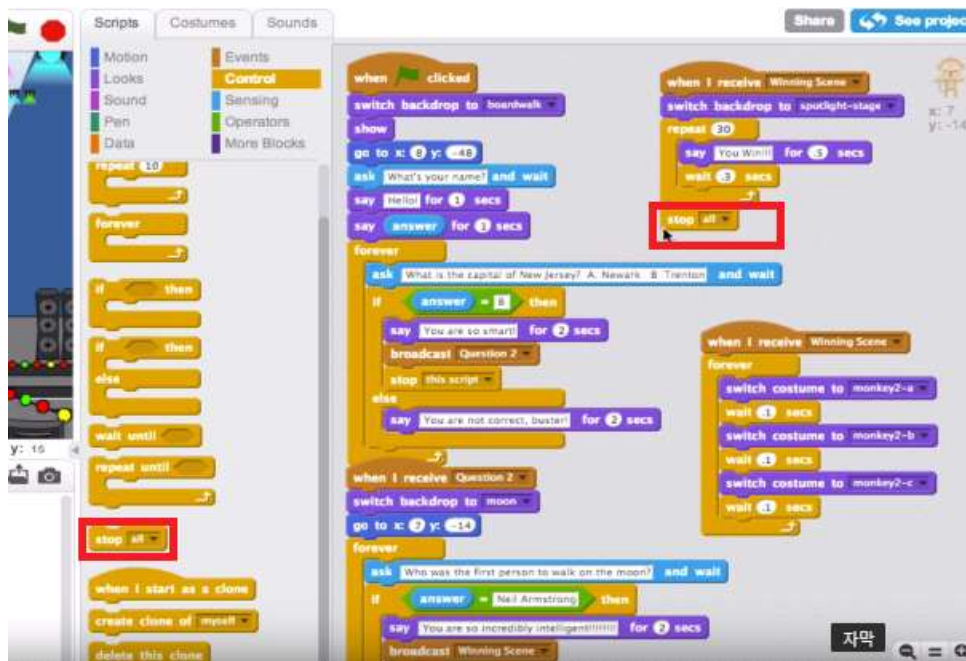




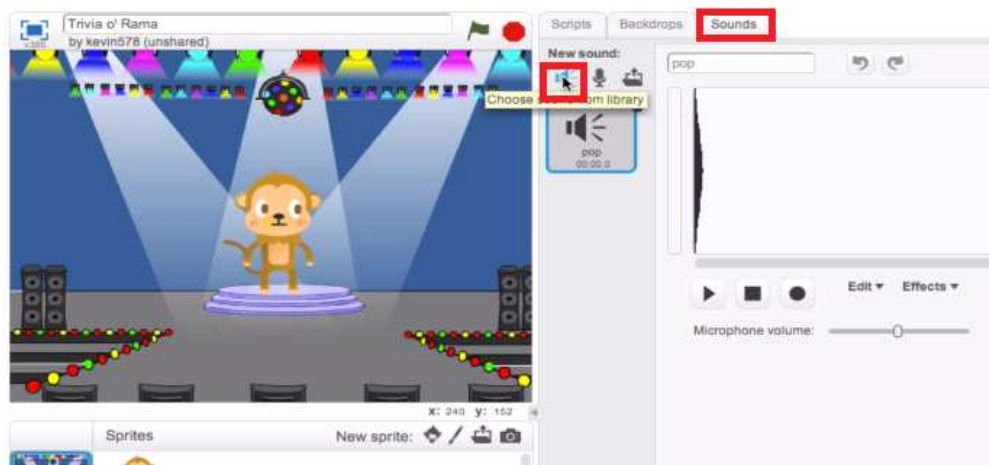
And when I receive, he should do a little dance there we go OK. He's a happy monkey.



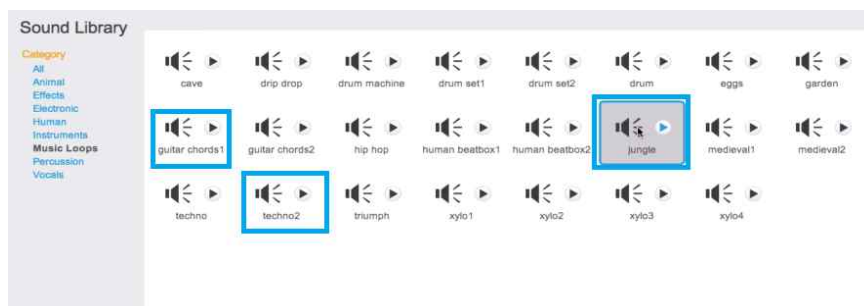
All right, we want to stop everything once he has ended these 3 times (repeat 3 times) so to stop all so that should just stop everything.



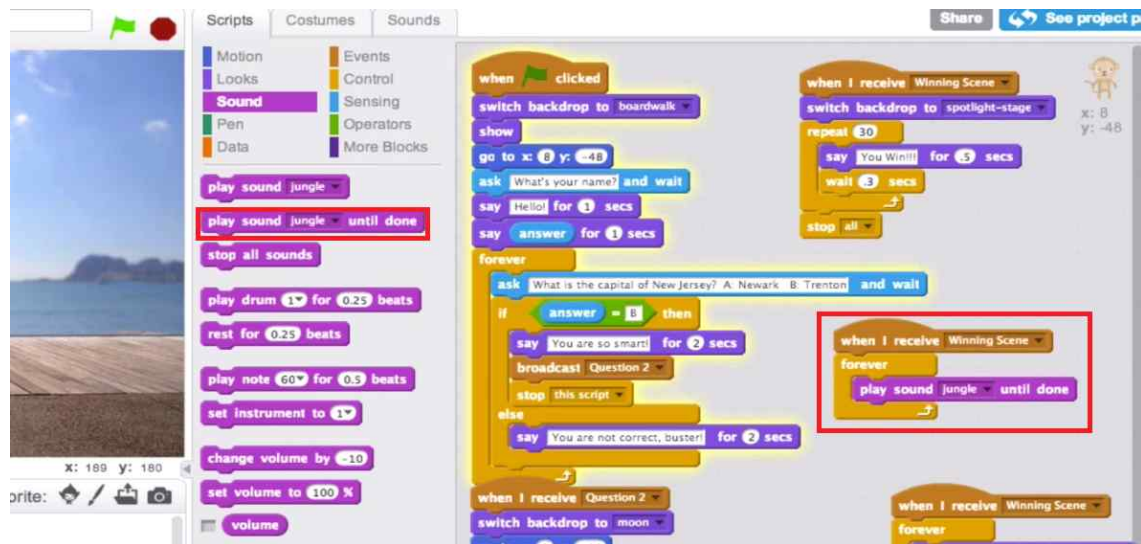
and also let's get a little music in here once we win so let's go over to [Sounds](#)



and we want the music loops, and we had that work OK, we choose jungle all right, so we're going to load up jungle there and we will just loop it **forever until it done.**



Now this should be here, **play sound jungle until done**, **forever** OK.



And that should be the game. Let's try this all together.

What's your name? ---> Obama

Hello Obama

The capital of Indonesia? - answer is Jakarta, B

You are so smart

Who is the first man in the moon?

That would be Neil Armstrong

and when I receive winning scene for ever play sounds.

All right everything is good. You could hear some jungle sounds.

That's the game if you want to add more questions different sprites, more music maybe during the game if you want, Feel free that would probably make your game a lot better. I just wanted to show you what to do but all you have the skills that you know should take you or far enough in that so you can change it how you wish and I hope you know what you do with questions and how to switch your backgrounds and also how to use the broadcast messages to help your game work better alright.

Thank you everybody.