RE Scene improvement:

1. 2EnterName – 3ChooseCharac
   1. Whatever name, it should appear in the next scene (For example: Hi Jirah, Choose Your Occupation
2. RES2 – RES7
   1. Make the character animated as she talks (make sure statement is finished before they can click Next)
3. RES14
   1. Make sure WHILE & color GRAY block is put in the right position before the other blocks can be placed
   2. If player did put one of these first under gray block:
      1. Scenario 1 (correct sequence, no error message):
         1. Get Food
         2. Open Mouth
         3. Put Food In Mouth
         4. Chew Food
      2. Scenario 2 (correct sequence, no error message)
         1. Open Mouth
         2. Get Food
         3. Put Food In Mouth
         4. Chew Food
      3. Scenario 3 (Wrong Sequence, have error message)
         1. Chew Food – Robot will chew NOTHING (error message: *Please put food in Ginger’s mouth*, all the green blocks will be restarted)
      4. Scenario 4 (Wrong Sequence, have error message)
         1. Put Food In Mouth – (Error message: *Ginger’s mouth is closed*. \* all the green blocks will be restarted\*)
      5. Scenario 5 (Wrong Sequence, have error message)
         1. Get Food
         2. Open Mouth
         3. Chew Food - Robot will chew NOTHING (error message: *Please put food in Ginger’s mouth*, all the green blocks will be restarted)
      6. Scenario 6 (Wrong Sequence, have error message)
         1. Get Food
         2. Chew Food – (Error Message: *Ginger has not open her mouth!* all the green blocks will be restarted)
      7. Scenario 7 (Wrong Sequence, have error message)
         1. Get Food
         2. Put Food In Mouth - (Error Message: *Ginger has not open her mouth!* all the green blocks will be restarted)