

Name(s) _____ Period _____ Date _____

Activity Guide - Sprite Scene Planning



Sprite Scene Overview

Using shapes, sprites, and text, you're going to create a simple scene. You can think of this like a page in a story, a panel in a comic, or just a standalone scene.

Before you jump into programming your scene, you need to plan! Let's use our handy Problem-Solving Process to help us! You can refer back to the [Problem Solving Process and Programming handout](#) to help you with the steps!

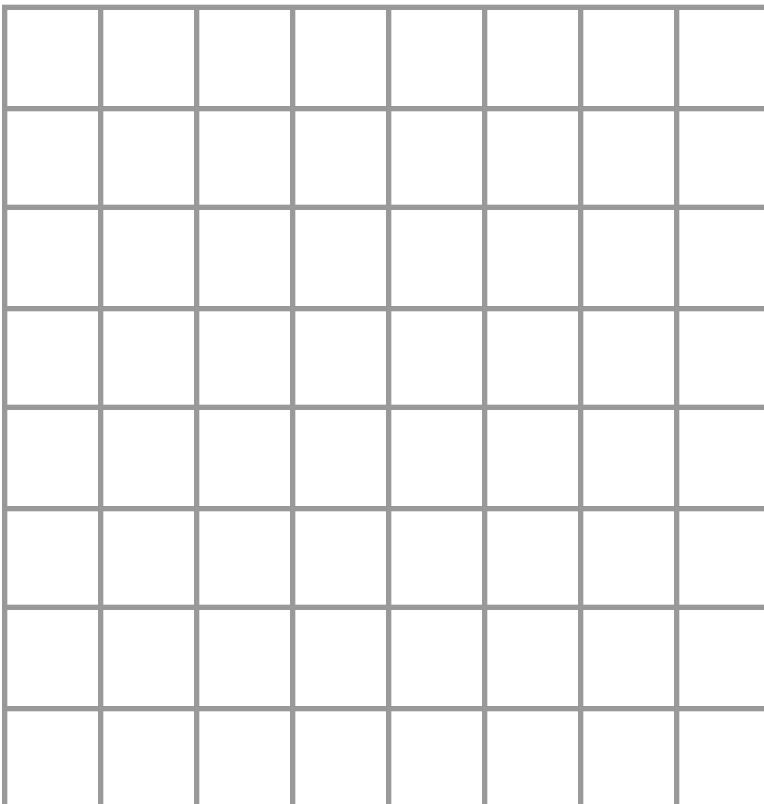
Define

Write out a short description of your scene which should include at least 2 shapes, 2 sprites and 2 lines of text.

Prepare

The first thing to consider when designing your scene is what your **background** will look like. You can use the drawing commands that you've used in the past to lay out a simple background over which you will place your sprites.

The space below is 50 by 50. That means each square on the paper will map to 50 pixels on the computer. Sketch out your **background using only the drawing commands** (use at least 2 shapes). List the sprites you'll use on the next page.



Shapes:

background(color)

rect(x, y, width, height)

ellipse(x, y, width, height)

line(x1, y1, x2, y2)

text(string, x, y, width, height)

textSize(pixels)

Color and Style:

fill('color')

noFill()

stroke('color')

noStroke()

strokeWeight()

List at least 2 sprites you'll use below.

Sprite Label	Description	Sprite Property (scale, rotation, tint, etc)

List at least 2 lines of text you'll use below.

Text	Text style (location, size, color)

Try

Once your teacher has approved your plan, go to Code Studio and start coding.

Reflect

Answer the following questions from the Problem Solving Process and Programming handout:

Compare your program to the defined problem ... Were you successful in solving all aspects of the problem? How do you know?

What part of your animation are you most proud of?

What was the most challenging?

Are there any changes or improvements you can make to this program or another like it in the future?
