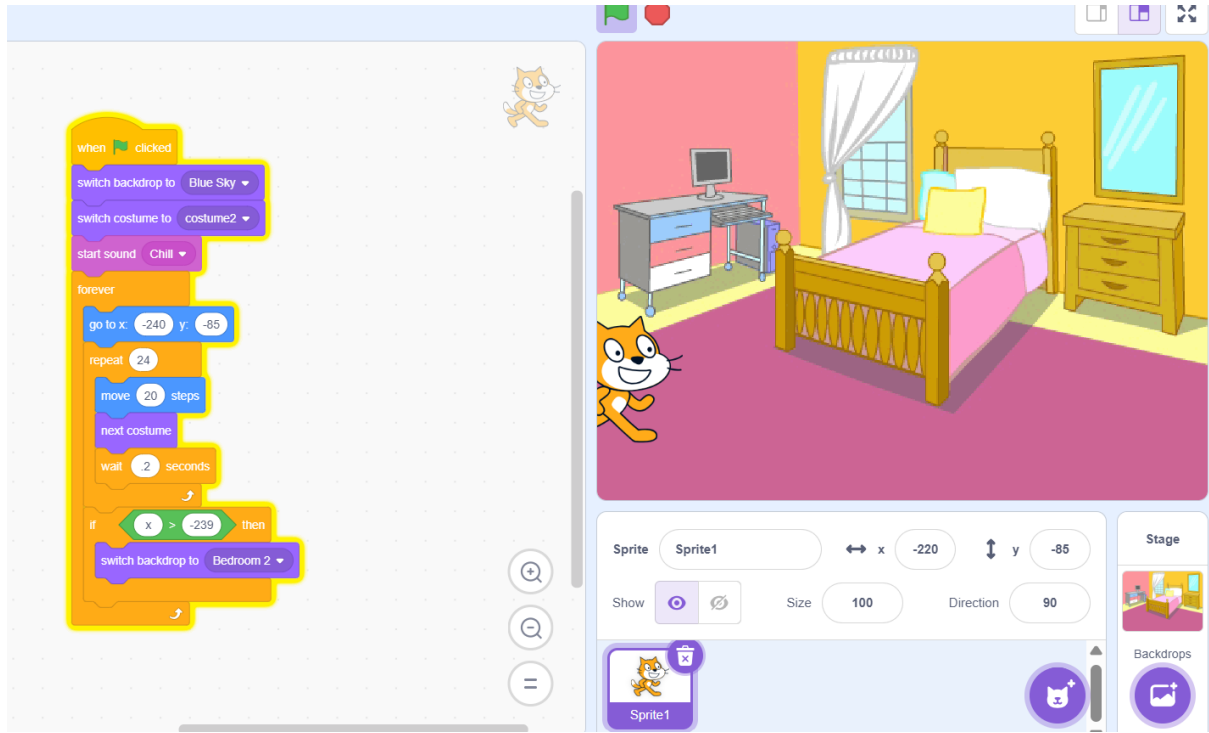# Basic Scratch Project

Sprite Movement with Backdrop Change

Project Title

Animation of Sprite Movement with Automatic Backdrop Change in Scratch

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Objective

To create a simple Scratch animation where the sprite moves across the screen with walking animation, and the backdrop changes when it reaches the end position.

Components Used

Sprites

- Scratch Cat (default sprite)

Backdrops

- Blue Sky
- Bedroom 2

Blocks Used

- When Green Flag Clicked
- Switch Backdrop
- Switch Costume
- Start Sound
- Forever Loop
- Go to X, Y
- Move Steps
- Next Costume
- Wait
- If Condition

Project Description

- When the **green flag** is clicked:
    - The backdrop changes to **Blue Sky**.
    - The sprite costume is set.
    - Background sound starts.
- The sprite:
    - Moves from left to right.
    - Repeats movement steps.
    - Changes costume to create walking animation.
    - Waits between steps for smooth motion.
- When the sprite reaches the end position:
    - The backdrop automatically switches to **Bedroom 2**.

Working Principle

- The **Forever loop** keeps the sprite moving continuously.
- **Repeat block** controls the number of steps.
- **Next Costume** creates animation effect.
- The **If condition (X position)** detects when sprite reaches the end.
- Then the backdrop changes.

Important Concepts

- Event-driven programming
- Sprite coordinates (X and Y position)

- Looping in Scratch
- Conditional statements
- Animation using costumes