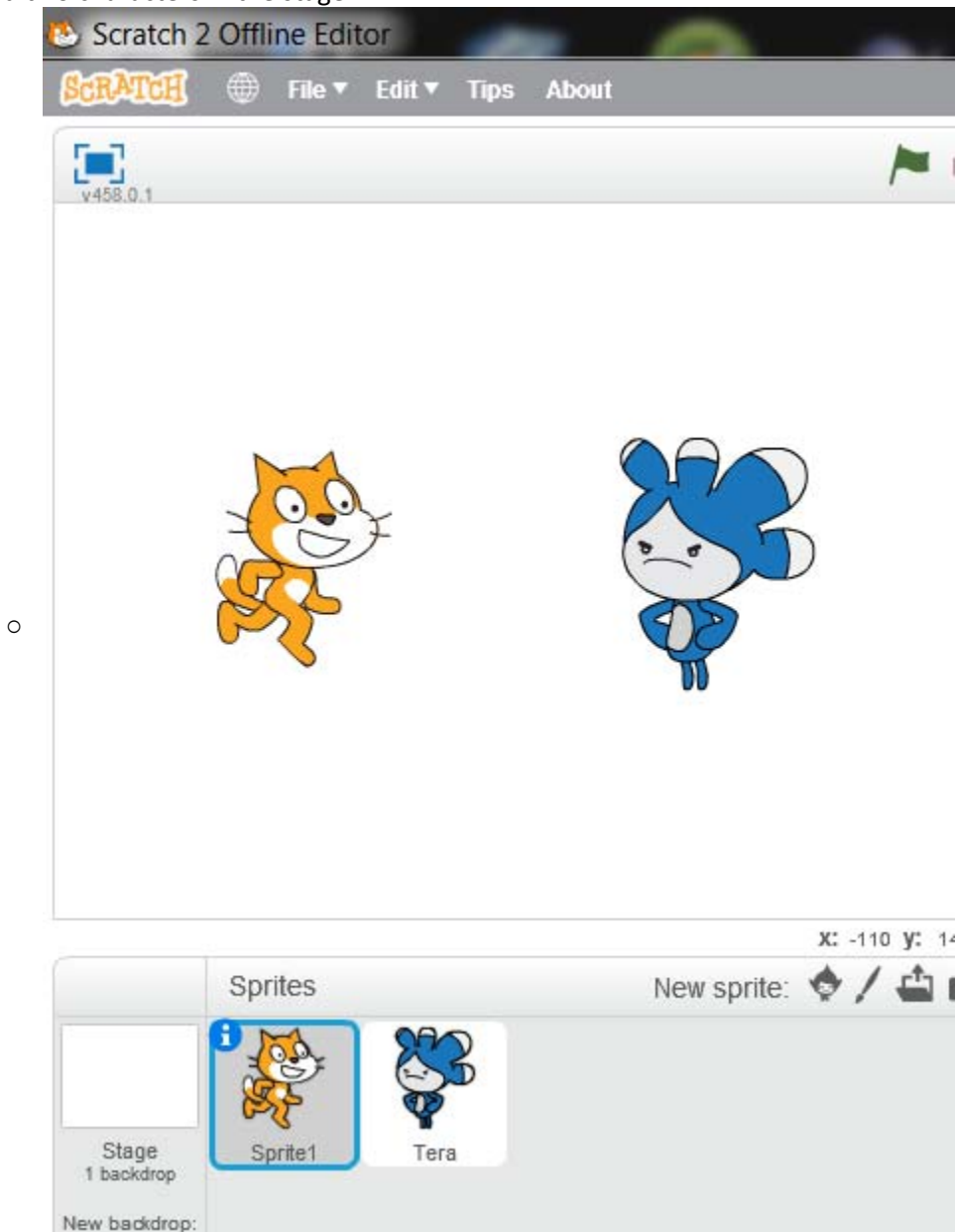


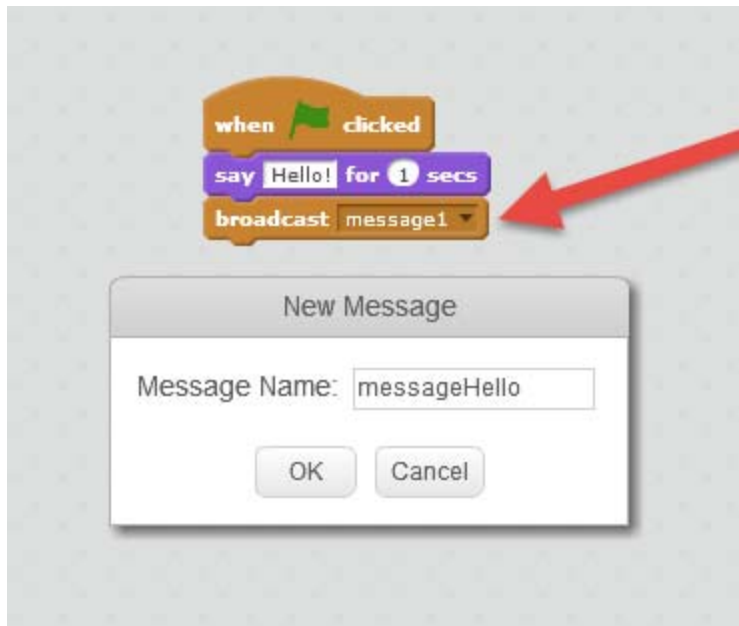
Conversation sample

Sunday, December 03, 2017 9:58 AM

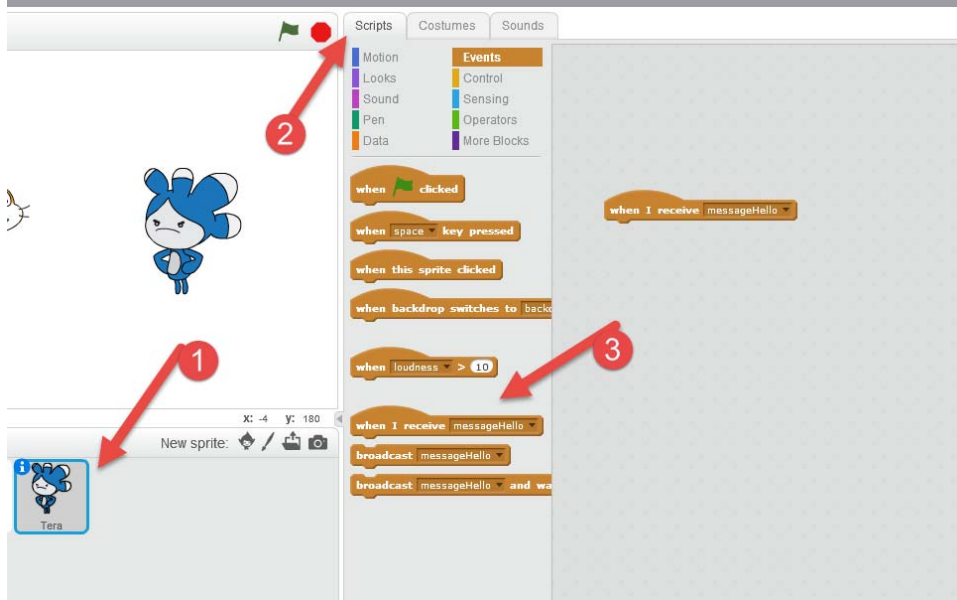
1. Add two characters in the stage



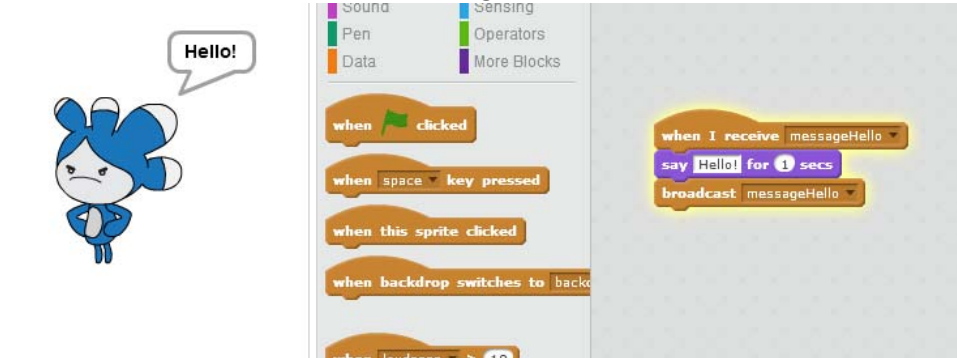
2. Let cat say hello, and add broadcast the message, chose new message from dropdown and name it messageHello



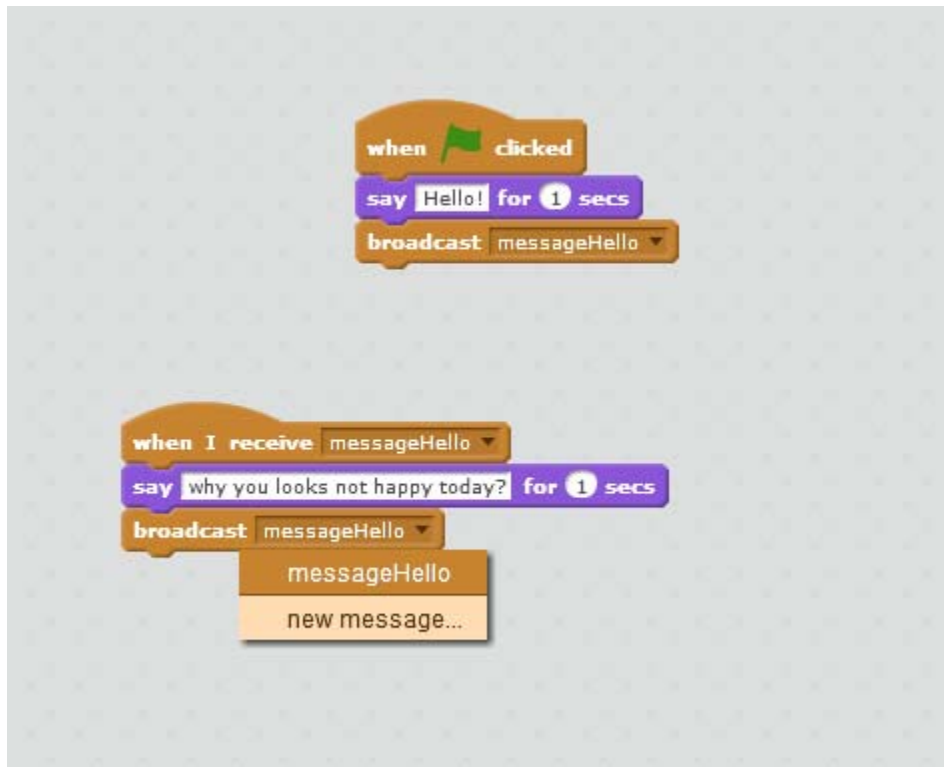
3. Chose Tera, drag "when I received" block to script of Tera



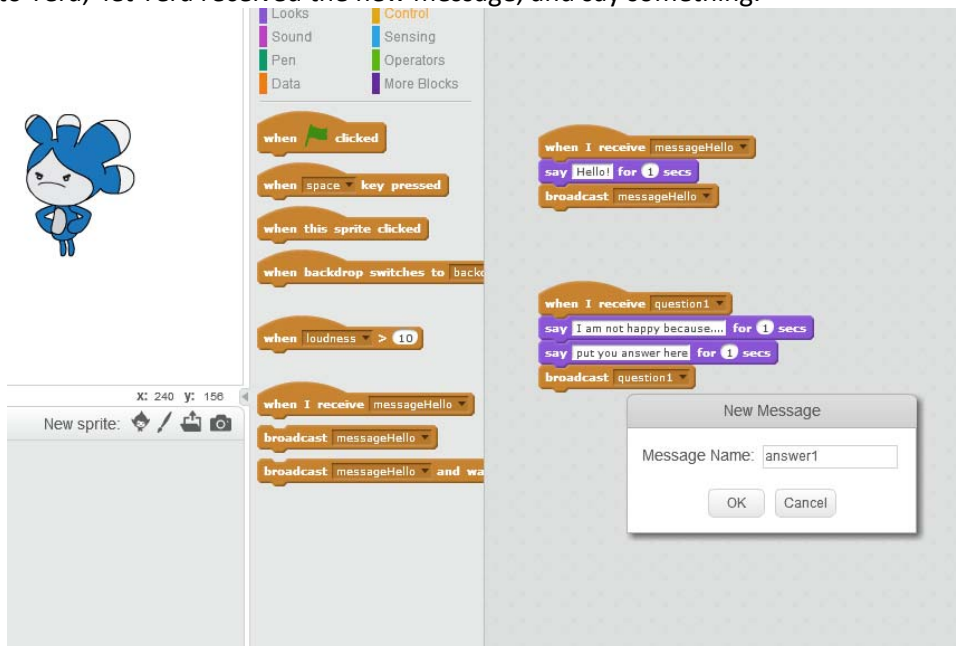
4. Add Tera see hello too, and broadcast "messageHello"



5. Back to Cat, when it received the message, it will do say something more, then broadcast the new message out.



6. Back to Tera, let Tera received the new message, and say something.



7. Please completed the conversation between Cat and Tera

8. You can change the costume to make Tera looks unhappy and happy