Scratch Animation Project

The Lion and the Mouse – Interactive Story Animation

This project is a story-based animation developed using MIT Scratch. It demonstrates motion control, costume animation, sound integration, and sprite synchronization through a creative storytelling approach.

Developed by: Deepak
Course: Textile Technology

Project Overview

The objective of this project was to understand event-driven programming and animation logic using Scratch. The classic moral story was selected to demonstrate character interaction using timing control and sprite coordination.

Key Features

- Walking animation using costume switching
- Sound integration for character realism
- Timed sprite appearance and disappearance
- Edge detection and bounce logic
- Loop-based motion control using repeat blocks

Lion Sprite – Animation Logic

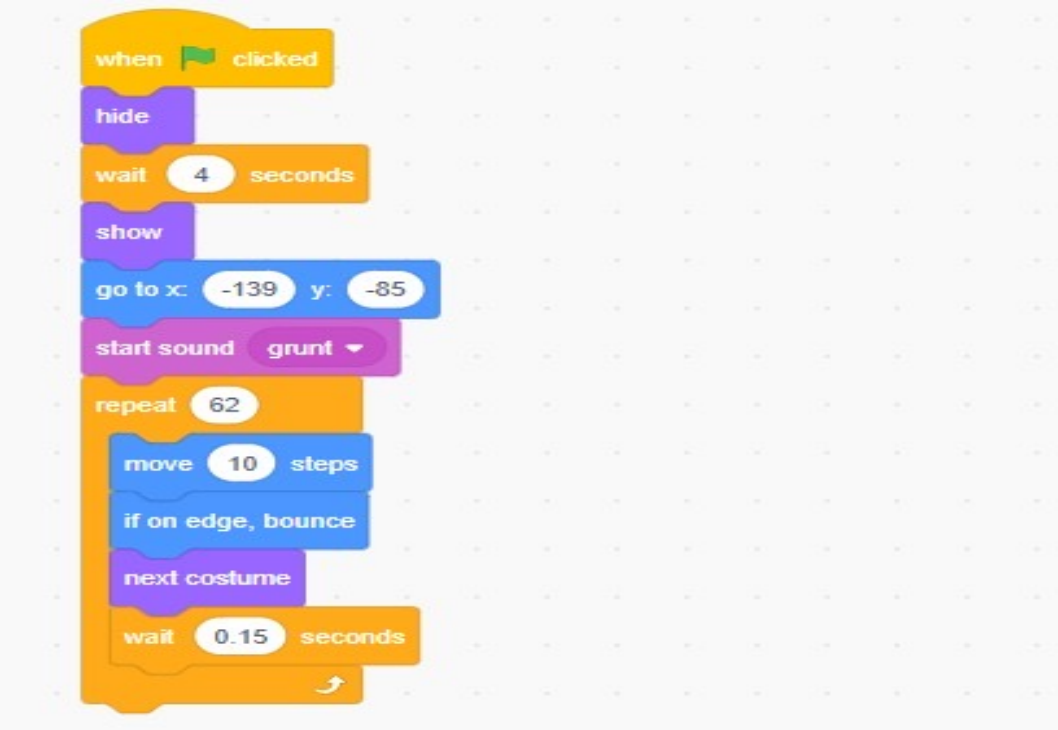

Figure 1: Lion walking animation implemented using repeat loop, motion blocks, sound integration, and costume switching.

Mouse Sprite – Timing Control Logic

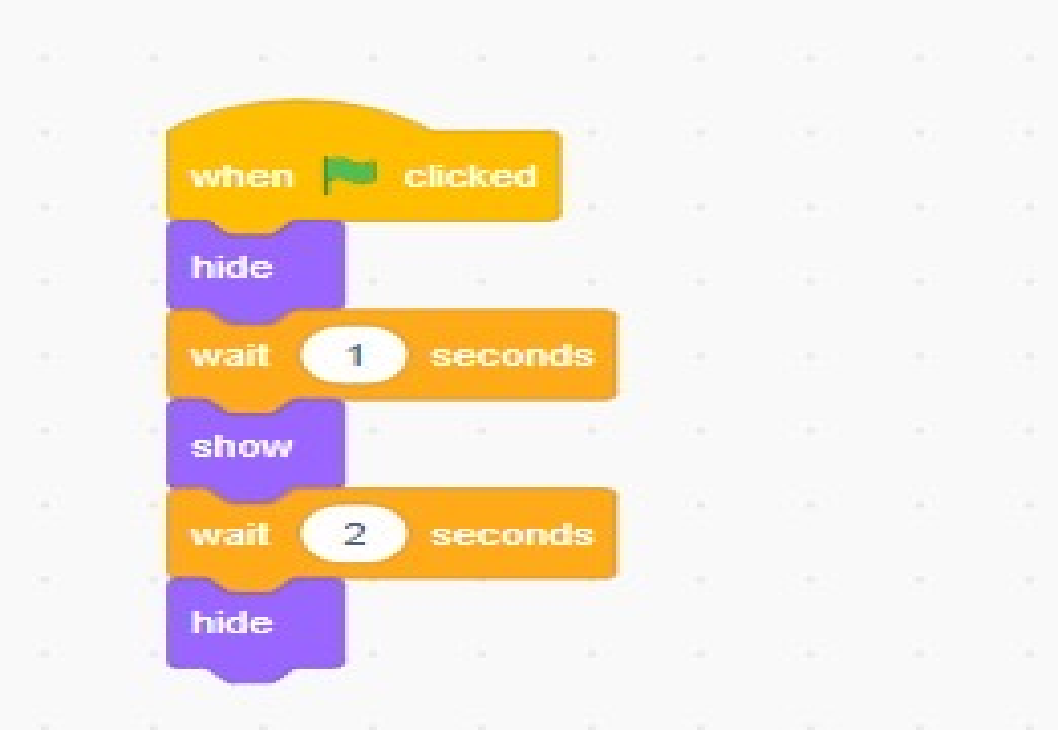

Figure 2: Mouse sprite visibility controlled using wait, show, and hide blocks.

Skills Demonstrated

- Visual Programming
- Logical Thinking
- Event Handling
- Animation Timing Control
- Creative Storytelling

Conclusion

This project reflects the integration of creativity and technical implementation through Scratch programming. It strengthens foundational knowledge in animation logic, event control, and structured visual programming.