

Assignment 1- “An application in Scratch“

Make an application to operate with objects (sprites). The theme and the content are free.

- The content of application may be; a cartoon, an animation, an example from the real life, etc.
- The application has to use at least three objects (sprites). Every object must have a different kind of movement.
- Use at least 2 different variables and control blocks
- The application should have more than one execution of subscript
- In "Project notes" must have three headers with explanations:
 1. User guide – describing the content of application, role of use, expecting results
 2. Objects – Outlined description of the objects
 3. Variables – Outlined description of the variables

DEADLINE: Thursday, October 3rd 2013 at 15.00