

Intro to Programming Scratch #3 - Conversation

Objective: Demonstrate your understanding of creating a conversation in Scratch.

1. A *Scratch-Conversation-Planner* has been given to you. Following the guidelines in class, fill in the *Scratch-Conversation-Planner* with a conversation between **3** sprites. (You do not need to use the 4th column unless you are up for a challenge and want to try a conversation between 4 sprites.)
2. Finish the *Scratch-Conversation-Planner* **before** you start coding anything on the Scratch website!!!
3. Login to the Scratch website. Create a new project. Change the name of this project to *first_last_scratch_3*. Click *File->Save now*
4. Code the project you planned using your planner. Make sure of the following:
 - a. All of the Sprites must be polite and take turns talking. 2 Sprites may **not** talk at the same time.
 - b. The conversation should flow. There should be no long pauses in the conversation.
 - c. In a normal conversation with 3 people, they do not talk in order. Your sprites must not always talk in the same order.
 - d. All 3 sprites must participate in the **same** dialogue.
 - e. Each sprite must say at least **4** different things.
 - f. At least 2 of the sprites must move or change costume before, after, or during the conversation.
 - g. The conversation should start when the green flag is clicked.
5. Always do *File->Save now* before you log out of the Scratch website.
6. Now do *File->Save to your computer*.
7. Turn in your *first_last_scratch_3.sb3* file to *missblomeyer.com* in the usual way.