

1.3 Self Introduction

Intro

One day, Mike was examining his little spaceship carefully when suddenly he found that the spaceship can talk! Mike fixed the spaceship with the help of its voice prompt. Now, what on earth that spaceship is capable to do? Let's hear their conversation.



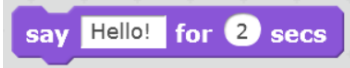

Tasks

1. Make the spaceship talk
2. Learn to change the appearance of the spaceship

Start Learning

1. Mike's Surprise

Communication via conversation between sprites is required in order to keep the story going. Now let's realize this goal using the blocks from **Scripts** Module.

Block	Explanation	Example
	Perform the next block after waiting for a designated period of time	
	Enable the sprite to speak	

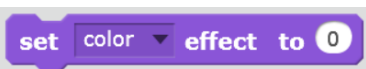
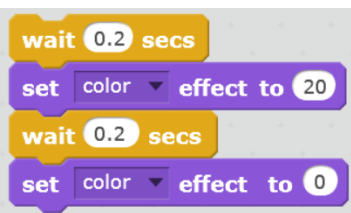
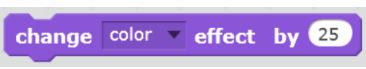
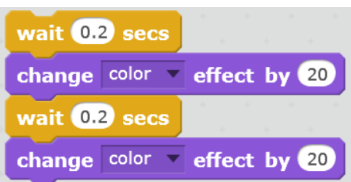
★ Practice

1. Make Mike to give a self-introduction
2. Let's name Mike's spaceship as "Mike No.1", how is it?

☆ Explore

Do you have any questions about Mike No.1? Let's ask Mike to help ask for the answers!

2. Mike No.1

Block	Explanation	Example
	Change the sprite's color to the color number you set	
	Change the sprite's color based on its current color	





★ Practice

Mike No.1 is an extraordinary spaceship which can change its color. Come on and have a try.

1. Turn Mike No.1 into blue
2. Set the color No. of Mike No.1 to 60
3. Let Mike No.1 change its color randomly.

Achieve

Now that we know how to make Mike and Mike No.1 talk, how can we set them to talk with each other? Remember, there will be a sequencing during the conversation. Try to use **"wait..secs"** block to make it happen!


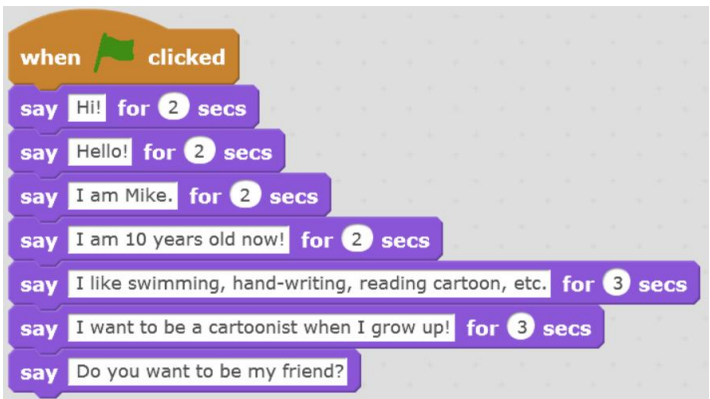

Sprite	Program	Effect
 <p>Mike</p>	<pre> when green flag clicked go to x: -165 y: -108 say "Wow, what is this cool thing?" for 2 secs move 200 steps say "Let me see." for 2 secs wait 5 secs say "Sure, what should I do?" for 2 secs wait 2.5 secs say "No problem." for 2 secs go to x: 143 y: 19 wait 1 secs glide 1 secs to x: 41 y: -118 say "It looks fine. Nothing is wrong here." for 2 secs wait 2.5 secs say "Let's go for an adventure together! I am Mike, can I call you "Mike No.1"?" for 4 secs </pre>	
 <p>Space ship</p>	<pre> when green flag clicked go to x: 145 y: -64 wait 5 secs change color effect by 20 wait 0.2 secs change color effect by 20 wait 0.2 secs change color effect by 20 wait 0.2 secs change color effect by 20 wait 0.2 secs set color effect to 0 say "Hi, I am a spaceship!" for 2 secs say "But something is wrong with me. Can you help me fix it?" for 2 secs wait 2.5 secs say "Can you climb to my top and check whether there's anything wrong there?" for 2 secs wait 6 secs say "Great! Now I can fly again!" for 2 secs </pre>	

Tips

The conversation time and waiting time can be calculated roughly. After finishing the program, you can also re-adjust the time accordingly to make the conversation go smoothly.

Additional Training

While Mike has already known much about his spaceship, the latter hasn't got familiar with Mike yet! Now, import "Mike's side face.png" and introduce yourself to Mike No.1.

Sprite	Program	Effect
 <p>Mike's side face</p>		

Homework

Mike is a very hardworking boy who always has lots of questions. Today, he has another new question: Why the spaceship can fly so fast? Can you help him to figure out the answer? Share your achievements with your friends, won't you?

What You've Learnt?

Adventure Diary (Self-Assessment)



Gas Station (Other's Assessment)

