

## 2.2 Auto Fly

### Intro

After careful study, Mike has already gained some knowledge about the interior of Mike No.1. Today, Mike No.1 plans to show its new skill of auto fly to Mike. Why not joining them?

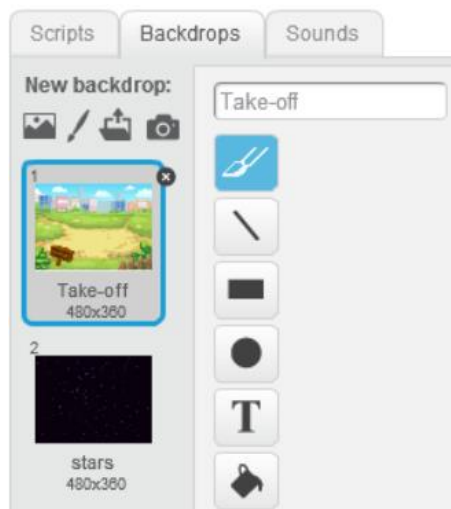
### Tasks

1. Auto-fly of Mike No.1
2. Let the spaceship fly to the outer space

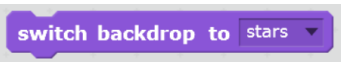
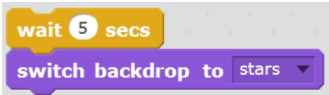
### Start Learning

#### 1. Switch the Backdrops

In the previous section, we've imported 2 backdrops:



Switching the backdrops when the sprites enter into different scene will improve the vitality of the work.

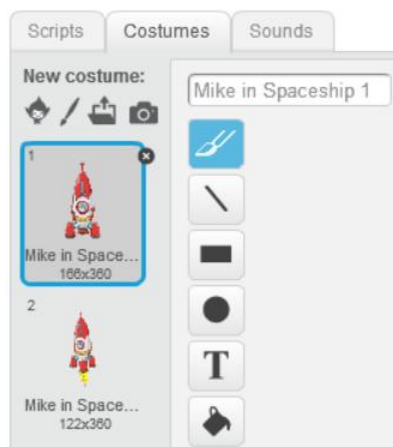
Block	Explanation	Example
	Use this block to switch backdrops when multiple backdrops are included on the stage.	

#### ★ Practice

Import another 2 backdrops, and switch over those 4 backdrops randomly

#### 2. Switch Costumes

In the previous section, we've imported 2 costumes:



One sprite can only present one costume every time. However, you can achieve switching among different costumes to realize various effects.

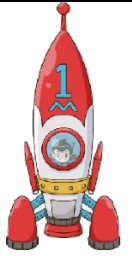
Block	Explanation	Example
	Switch among different costumes.	
	Use this block to set the rotation mode of the sprite. E.g. if the sprite is set to rotate randomly while flying, it will be more real and natural. Set the sprite to flip left and right while walking can pretend it from reversing.	
	The sprite will bounce back when on edge.	

### ★ Practice

Try to switch costume using blocks mentioned above.

### Achieve

Sprite	Program	Effect
<p>Stage</p>		



Mike in Spaceship



```

when clicked
  go to x: -1 y: -75
  point in direction 90
  set rotation style left-right
  switch costume to Mike in Spaceship 1
  say Mike No.1, let's go! for 2 secs
  switch costume to Mike in Spaceship 2
  turn 15 degrees
  forever
    move 2 steps
    if on edge, bounce
  
```



### Additional Training

Make a bird that can fly. Import "Parrot" (with 2 costumes) from the Sprite Library.

Sprite	Program	Effect
 <p>Parrot</p>	<pre> when clicked   forever     next costume     wait 0.1 secs   </pre> <pre> when clicked   set rotation style left-right   forever     move 10 steps     if on edge, bounce   </pre>	

### Homework

Replace  with , see what you will find by this action.

### What You've Learnt?

Adventure Diary (Self-Assessment)

Gas Station (Other's Assessment)