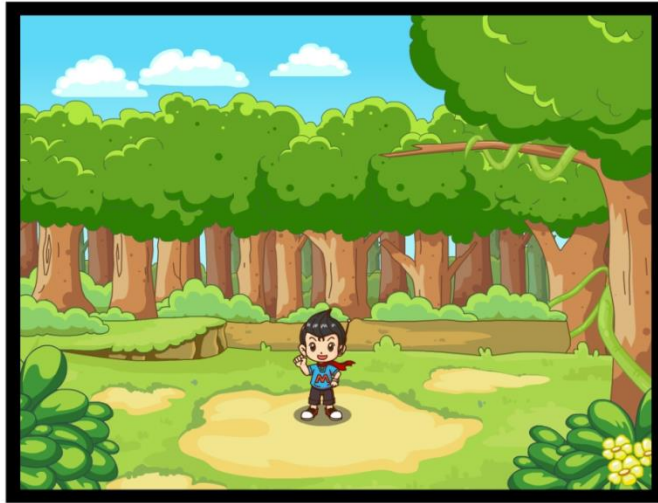


5.1 The Forest of Change

Intro

After leaving the maze, Mike with Mike No.1 ventured into a forest. It's a magical forest which kept changing itself into a wave, a desert, or a forest with beasts.

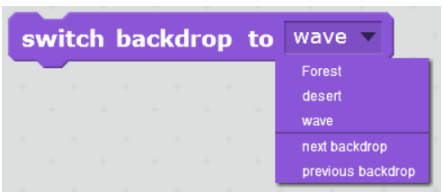
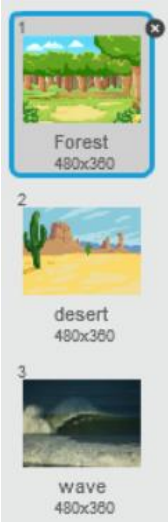


Task

1. Realize the effect of changing forest via switching different backdrops.

Start Learning

The goal of changing forest can be achieved by switching backdrops. Import local file "forest.png", and import "desert" and "wave" from the Backdrop Library.

Block	Explanation	Example
	Switch to different backdrop.	

★ Practice

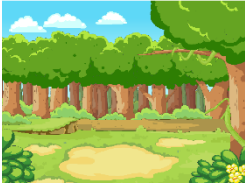



1. Make the backdrop change once every 1 second.
2. Import "Forest.png" from local file.
3. Import "desert" and "Wave" from Backdrop Library.

☆ Explore

Challenge yourself to make this happen: switch to different backdrop according to the corresponding different key.

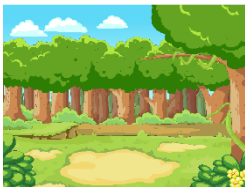

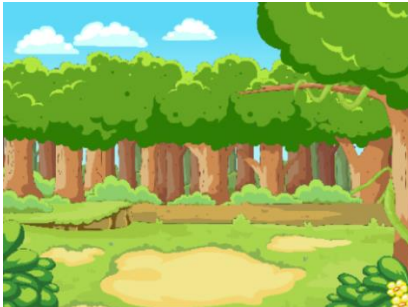
Achieve

Switch to a different backdrop once every 5 seconds.

Block	Program	Effect
 <p>Forest</p>	<pre> when clicked forever switch backdrop to Forest wait 5 secs switch backdrop to desert wait 5 secs switch backdrop to wave wait 5 secs </pre>	 <p>↓</p>  <p>↓</p> 

Additional Training

Design a program which can switch the backdrop using different keys.

Block	Program	Effect
 <p>Forest</p>	<pre> when a key pressed switch backdrop to Forest when b key pressed switch backdrop to desert when c key pressed switch backdrop to wave </pre>	 <p>↓</p> 

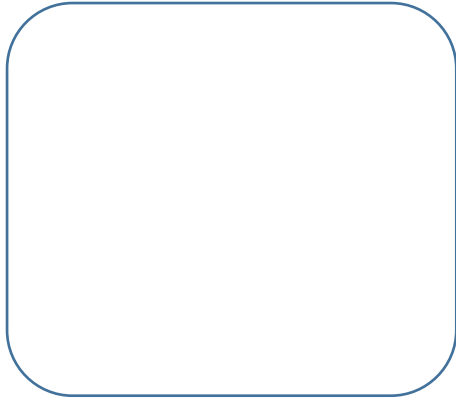
Homework

In addition to using keys, try to use other methods of changing backdrops, e.g.

when this sprite clicked

What You've Learnt?

Adventure Diary (Self-Assessment)



Gas Station (Other's Assessment)

