# 5.2 Smart Mike No.1

#### **Intro**

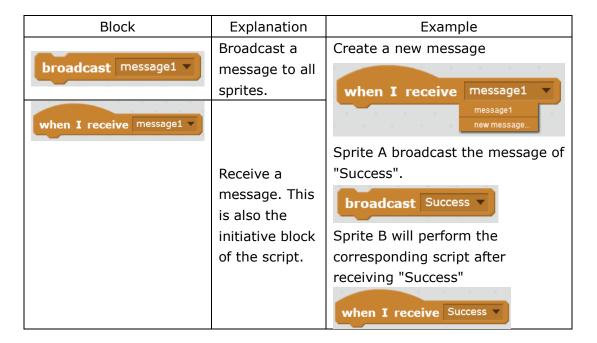
Mike No.1 is actually a smart spaceship which can transform into a ship when gets flooded and transform to a magical carpet when in desert.

### **Task**

1. Design a program to realize the goal of switching backdrops, and broadcasting messages.

## **Start Learning**

Broadcast function is to coordinate the interaction among multiple sprites. This function requires both broadcast blocks and receive blocks.



#### **★** Practice

- 1) Import 2 sprites, one of which is in charge of broadcasting and the other one receiving.
- 2) Explore to find out the difference between



☆ Explore

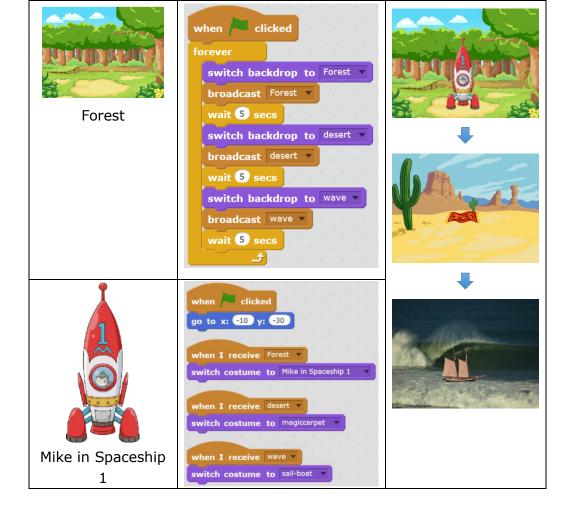
broadcast message1 ▼

- 1) Import 3 sprites and enable them to pass messages in turn.
- 2) Think: Can the sprite which broadcasts the message receive its own message?

#### **Achieve**

When the backdrop is switched, inform Mike No.1 to change its costume. Create a new sprite with 3 costumes: "Mike in Spaceship 1.png" (from local file), "sail-boat", and "magiccarpet" from the library.

Sprite	Program	Effect



# **Tips**

In addition to broadcast blocks, you can also use achieve the same effect.



## **Homework**

Use broadcast blocks to make the spaceship take off and land on.

### What You've Learnt?

