5.3 Transformation of Mike No.1

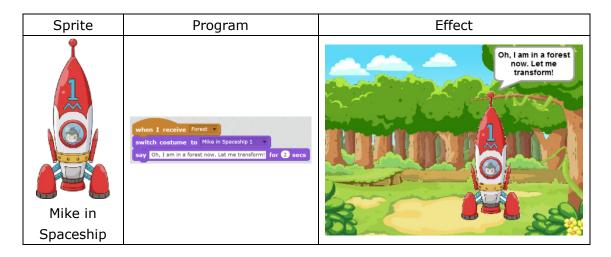
Intro

Mike No.1 has encountered various trouble and harsh situations in the forest, what should Mike do to deal with the problems?

Task

1. Write a program which enables Mike No.1 to receive messages and transform its costume accordingly.

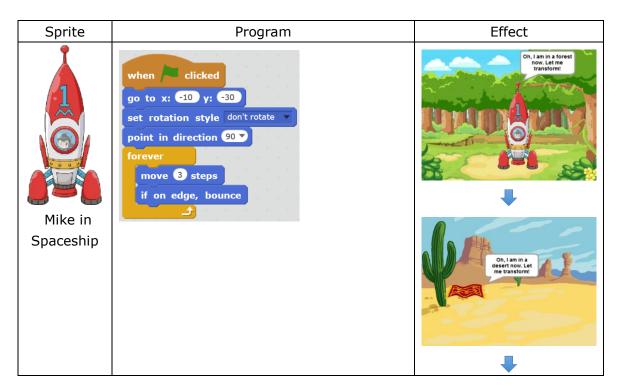
Start Learning



★ Practice

Program to achieve the goal of switching backdrops. Broadcast a message of "Desert" and make Mike speak and transform after receiving the message.

Achieve



```
when I receive Forest

switch costume to Mike in Spaceship 1

say Oh, I am in a forest now. Let me transform! for 2 secs

when I receive desert v

switch costume to magiccarpet v

say Oh, I am in a desert now. Let me transform! for 2 secs

when I receive wave v

switch costume to sail-boat v

say Here comes the flood. Transform! for 2 secs
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Additional Training

Program to realize the goal of switching backdrops via user's input. (Tips: Use "ask..and wait" block)



Homework

Add more backdrops and bring more changes to Mike No.1

What You've Learnt?

