

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

Sprite	Program	Effect
 <p>Mike in Spaceship</p>	<pre> 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 </pre>	

★ 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

Sprite	Program	Effect
 <p>Mike in Spaceship</p>	<pre> when green flag clicked go to x: -10 y: -30 set rotation style don't rotate point in direction 90 forever move 3 steps if on edge, bounce </pre>	 <p style="text-align: center;">↓</p>  <p style="text-align: center;">↓</p>

<pre> 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 switch costume to magiccarpet say Oh, I am in a desert now. Let me transform! for 2 secs when I receive wave switch costume to sail-boat say Here comes the flood. Transform! for 2 secs </pre>	
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Additional Training

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

Sprite	Program	Effect
 <p>Mike in Spaceship</p>	<pre> ask What's the next backdrop? and wait switch backdrop to answer </pre>	

Homework

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

What You've Learnt?

Adventure Diary (Self-Assessment)

Gas Station (Other's Assessment)