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|  | **Activity Guide - Animated Scene** |  |
| --- | --- | --- |

Using random numbers and the counter pattern, you’re going to create an animated scene.

## Define

Write out a short description of your scene, including what sorts of animations it will include.

A bird is in a tree, on a branch singing music to a cat on the grass below. The bird is jumping up and down. Music comes out of the bird’s beak and the music moves across the screen. The cat jumps up and down on the tree trunk.

## Prepare

Before thinking about the animations, sketch out exactly what the scene will look like as it just starts. This is the set up that you will need to code outside of the draw loop. Make sure you know which parts are shapes and which are sprites.

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**Sprites**

List the sprites you will use in the box below.

| **Sprite Label** | **Description** |
| --- | --- |
| Bird  Cat  Music | A yellow bird with a brown beak, brown feet, and black eyes.  An orange cat with white ears and tail and green eyes.  Black music notes |

## 

## Animations

For each sprite that will be animated, choose the sprite property that will be updated in the draw loop, and whether you will use random numbers or the counter pattern

| **Sprite** | **Property** | **Counter Pattern or Random?** |
| --- | --- | --- |
| Bird  Cat  Music | **Sprite.x**  **Sprite.y**  **Sprite.x and Sprite.y** | **Counter pattern**  **Counter pattern**  **Counter pattern** |

## Try

Once your teacher has approved your plan, go to Code Studio and start coding.

## Reflect

What part of your animation are you most proud of?

I am the most proud of getting the sprites to move.

What was the most challenging?

The most challenging was coding the sprites to move in the directions I wanted.