Mask Master 3000

Coder Resources

Project Sequence
(complete each step before moving to the next)

1. **Choose and Remix Mask Type**
   a. **Mask Master 3000 A**
   b. **Mask Master 3000 B**
2. **Intialize (do it on all sprites)**
3. **Change costume/backdrop when clicked**
4. **Share your version of the mask with our agent**
   a. **Share your version of the mask with our agent.**

Project Extensions
(These are extra features that will help our field agent)

1. **Add your own mask features**
2. **#16 Character Builder** (Similar Project Civilian Style)
3. **Learn even more Scratch tips** (BootUp Civilian Resources) can you add any of these ideas to your Mask Master project?

Mission Briefing & Objectives

1. **Video**: Mission Briefing
2. Mission Objectives
   a. Create a Disguise for our Secret Agent by creating code for the Mask Master 3000.
   b. Share your code with the agent.