Birthday Card Project

View a demo project at:

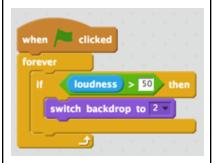|	
when [flag] clicked forever change tempo by (20) play note (62▾) for (0.5) beats play note (62▾) for (0.5) beats play note (64▾) for (1) beats play note (62▾) for (1) beats play note (67▾) for (1) beats play note (66▾) for (1) beats	Explain, in natural language, what this script does. The birthday song should play at a consistent fast tempo (speed), but there's a bug. It keeps getting faster and faster. How could I make it stay at the same, fast tempo throughout the song?
when [flag] clicked switch backdrop to [HappyBD ▾] when this sprite clicked switch backdrop to [2 ▾] when [flag] clicked show	Explain, in natural language, what will happen when the green flag is clicked. If you wanted two scripts to start simultaneously (for example, move a sprite and have it speak at the same time), how could you do this?
when [flag] clicked forever if < loudness > [50] > then switch backdrop to [2 ▾]	Explain, in natural language, what this script does. Why is there a *forever* loop in this script?
[see above]	In the scripts above, label the loop(s), event(s), and conditional(s).

Create an interactive birthday card! (for someone you care about)

Mild	Medium	Spicy
❏ Create an event to easily start the program ❏ Program the melody of "Happy Birthday" ❏ Use a loop to repeat the song multiple times ❏ Add sprite(s) and a background to illustrate the birthday theme	Complete all of the mild tasks AND ❏ Add a birthday message to someone specific ❏ Animate the sprite(s) ❏ Make your card interactive (respond to user input)	Complete all of the mild and medium tasks AND ❏ Make a block (a *function*) to call a sequence of instructions that is used several times ❏ Add multiple backgrounds ***Challenge!*** Make your card responsive to volume or video