Name(s)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Period \_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  | **Project Guide - Interactive Card** |  |
| --- | --- | --- |

## Overview

You’re going to be developing and interactive digital card to share with someone you care about, but you’ll need to do some planning before you start to program.

## Planning your Sprites

Use the table below to plan out your sprites. (You need at least three, but you can use as many as you want!) Next to each sprite, plan out the image it will use and which properties will be changing.

| **Sprite Label** | **Image(s)** | **Properties** |
| --- | --- | --- |
| present | present | rotation (random) |
| surprise1 | bike | rotation (counter)  visible |
| surprise2 | puppy | scale (random)  visible |
|  |  |  |
|  |  |  |

## Developing Interactions

The final element of your card to consider is how the user will interact with it, and how the sprites may interact with each other. You’ll want to include conditionals that respond to keyboard input (such as keyDown()) as well as conditionals that respond to changing variables or sprite properties (such as sprite.y > 300). Use the table below to plan out all of your conditionals and the corresponding action

| **If / Else if / Else** | **Condition** | **Action** |
| --- | --- | --- |
| if | shakeCount > 200 | Make surprises visible  Make present invisible |
| if | mouseDidMove() | Change present rotation,  increase shake count |
|  |  |  |
|  |  |  |
|  |  |  |

## Develop Your Card

Once your teacher has approved your design, go to Code Studio to program your card.

## Check Your Card

Check your card to make sure it has everything it needs.

## Reflect

What part of your project are you most proud of? \_\_\_\_\_How you have to shake a lot before you see the surpise\_\_\_\_\_\_\_

Why? \_\_\_\_\_Because most of the conditionals happen right away, but I figured out how to make it wait until you do the thing a lot using variables.\_\_\_\_\_\_

If you had more time, what improvement would you make to your card?

\_\_\_\_\_\_\_\_\_There could be more surprises if you pet the dog. It could be a dog riding a bicycle.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_