

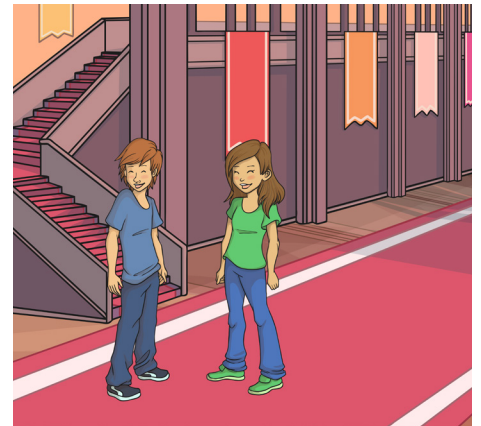
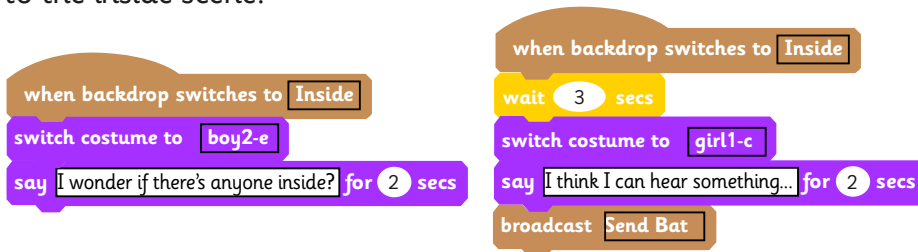
# Sequence a Story



Use this sheet as a guide for turning the haunted castle scene into a story sequence, adding backdrops and speech for the characters.

## Adding Speech

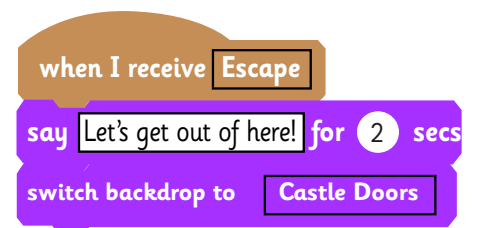
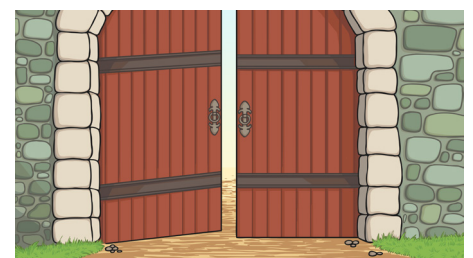
- This could be spoken in speech bubbles by the characters before the animation inside the haunted castle. Think about what will trigger the speech bubble, for example when the backdrop changes to the inside scene.



- Do the same for your second character but remember to wait first while the first character's speech bubble is shown.
- When the second character finishes speaking, this could be the trigger for the next animation using the 'broadcast' block.

## Adding a New Backdrop

- Click on the 'Backdrops' tab and choose backdrop from library.
- Think about how to switch to this next backdrop. You could have an arrow button to click on.
- Alternatively, you could use the 'broadcast' and 'receive' blocks with a new message, e.g. Escape. This could occur after the animation of the knight and might then be the trigger to switch backdrop, after one of the characters has spoken again.



Remember to use sensible names for your backdrops and broadcast messages. This will help you to understand what your script is doing.

Afterwards, you could extend your story with more backdrops and dialogue between the characters.