



Aim

• I can add interactive user features to a scene or story.

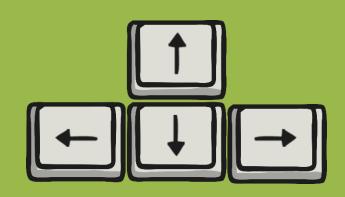
Success Criteria

- I can add a sprite which remains hidden from the start.
- I can make a sprite visible on a particular key press.
- I can make a sprite invisible again after being animated.
- I can control the timing of interactive features.

Getting Interactive

If you have completed previous lesson tasks, you will have the opportunity to add some interactive user features to your animated story.

Use the arrow keys to see what else is hiding!



Interactive Features



What does this mean?

The **user** is the person playing or reading the finished story.

Interactive means the user is able to become involved by controlling some aspect of the animation.

Test out the 'Haunted House 6 -Complete' scratch project and use the arrow keys when prompted to demonstrate the added features.





Look at the sprites that have been added and examine the code.

```
when clicked
 when up arrow key pressed
play sound spiral
repeat 50
  change size by 10
  change colour effect by 25
  wait 0.5 secs
  change size by -10
  change colour effect by -25
  wait 0.5 secs
hide
```



Look at the sprites that have been added and examine the code.

```
when ____
            clicked
 hide
 when right arrow key pressed
switch costume to ghoul-b
 show
 go to front
go to x: 229 y: 15
play sound spooky string
glide 1 secs to x: 114 y: 14
next costume
wait 1 secs
hide
```



Look at the sprites that have been added and examine the code.

```
when clicked
when down arrow key pressed
show
go to x: 229 y: 15
repeat (50)
   play sound
  change y by -30
  wait 0.3 secs
  change y by -30
wait 0.7 secs
hide
```



Look at the sprites that have been added and examine the code.

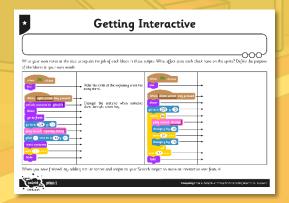
```
clicked
when
hide
 when left arrow key pressed
play sound door creek until done
wait 1 secs
show
go to x: -246 y: -126
glide 1 secs to x: -163 y: -119
play sound laser2 until done
glide 1 secs to x: -246 y: -126
hide
```

Make Your Story Interactive



On the activity sheet, add notes to describe the effect of the sample blocks and scripts.

Next, can you use these ideas to add your own interactive user features, which only appear visible when required?



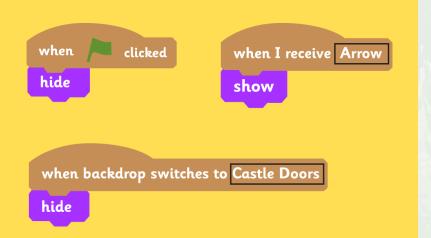


Additional Changes



There are some further changes that you may make to your code that would help the sequence of the story and allow time for the user to explore the interactive features.

Use the arrow keys to see what else is hiding!

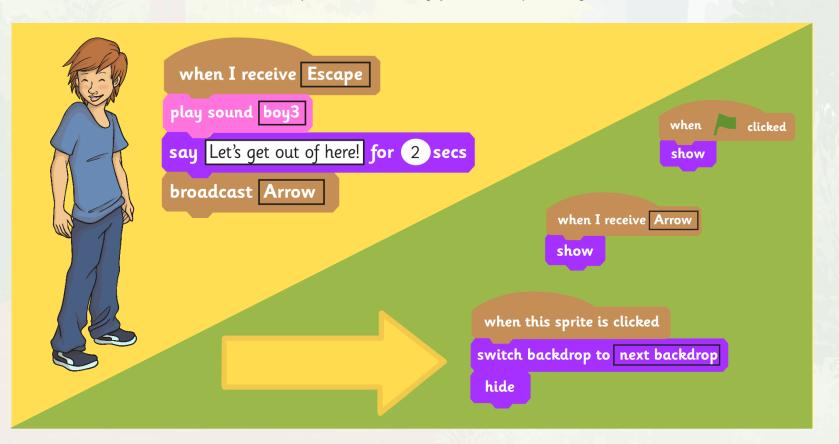


The instruction text box is a new sprite which is shown or hidden as required.

Additional Changes



The arrow is used for transition to the next scene, instead of automatically switching backdrop when the boy finished speaking.



Review and Debug



Choose a selection of final stories to view the interactive features that have been added.

Some children will be invited to present their work and explain the intentions, plus any coding difficulties.

Everyone else will have the opportunity to offer any debugging suggestions to help.



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