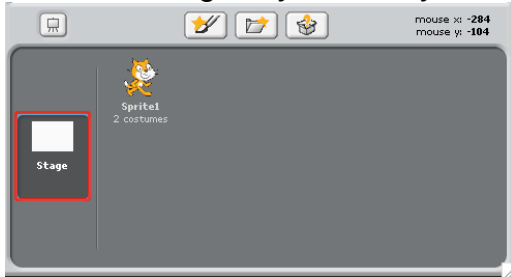




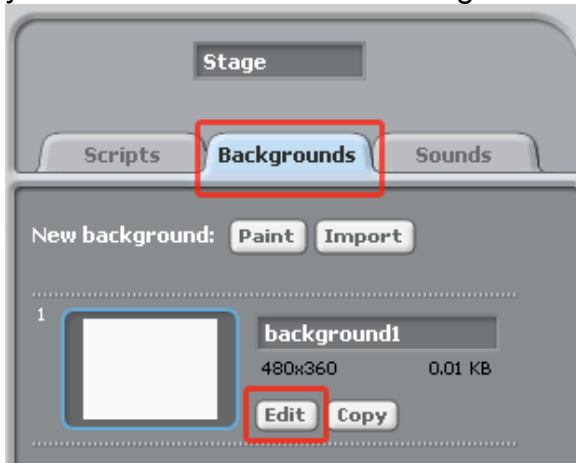
# Bouncing Off the Walls:

*Adding Interactivity and If Statements*

1. Select the stage in your library.



2. click the backgrounds tab to view the available backgrounds and press the edit button. Draw yourself a nice underwater background.



3. right click on the cat sprite and choose delete.
4. click the paint new sprite button, and draw yourself a fish. Give it a name like “fish 1” or something else that you will easily remember.



5. Make the fish swim across the stage when the green flag is clicked. You'll need a move block, a forever loop, and a green flag block.



6. To make the fish bounce off the edge of the stage, add a "if on edge, bounce" block to the stack.



7. click the costumes tab for your fish, and copy the first one. Edit the new costume, and add a change to the tail or fin so that we can cycle through the animation.



8. Click the scripts tab, and add some blocks to make the fish cycle between its two frames of animation. You will need a "next costume" block and a "wait" block.



- 9. Click the new sprite button, and draw a treasure chest.
- 10. Add a new costume to the treasure chest with the lid up and bubbles coming out.
- 11. click the sounds tab on the chest sprite, and import the bubbles sound.
- 12. Select the scripts tab and add a “when space key is pressed” block. This stack of blocks will be run whenever the spacebar is pressed.



- 13. Underneath that block, add a “switch to costume” block, a “play sound bubbles and wait” block, and a “switch to costume” block.

