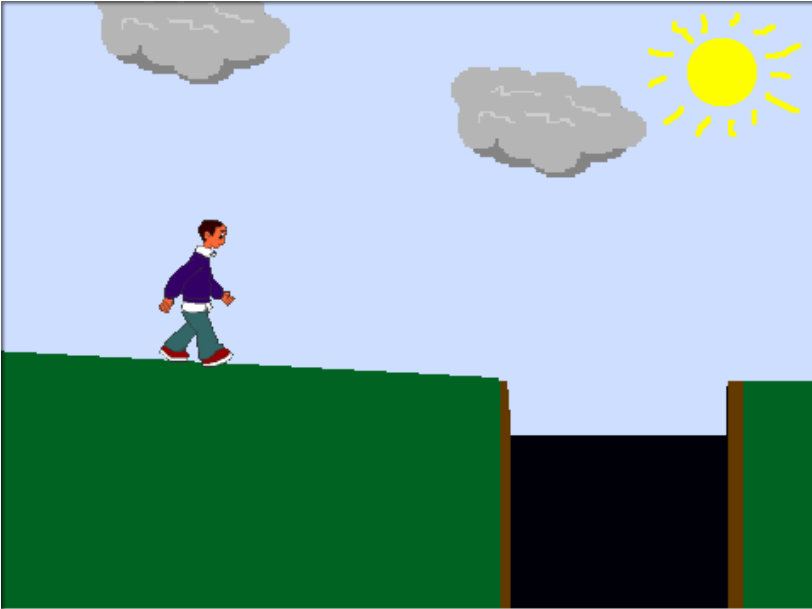


A Bad Day



Description

Boy starts out thinking that it's going to be a great day and goes for a walk. Unfortunately, it doesn't turn out to be such a great day.

Objects

You will need a total of 10 sprites. The following sprites are:

- 1) Walking boy – need 4 costumes to animate (from people section: boy4-walking-a, ...b, ...c, & ...d)
- 2) Hidden boy – draw a black circle. This is to allow text to be seen while the boy is in the dark.
- 3) A boy in the cave – open and edit boy4-walking-a so he is facing the left.
- 4) Cloud 1 – Draw a cloud in the paint program
- 5) Cloud 2 – Either copy cloud 1 or paint another cloud
- 6) Sun – Either draw a sun or open the sun pixel from scratch
- 7) BOOM – Draw a representation of the boy hitting the ground and stirring up dust
- 8) Match – Draw a match that will held by the boy
- 9) Dragon – two costumes are needed to animate (from fantasy section: dragon-1a, dragon-1b)

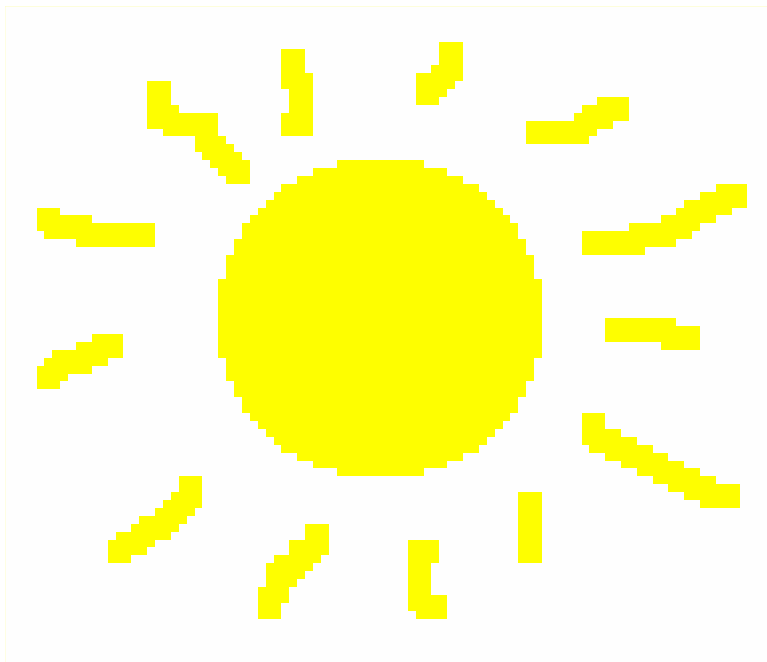
Background

The stage will need to have 4 backgrounds.

- 1) Outdoor scene with a pit- Have a blue sky, green grass, and then a black hole. The very bottom of the black hole should have a gray line.
- 2) A dark cave – This should be nothing more than a black background.
- 3) Lit cave – show some cave formations.
- 4) The end – display a message that shows that the movie is finished.

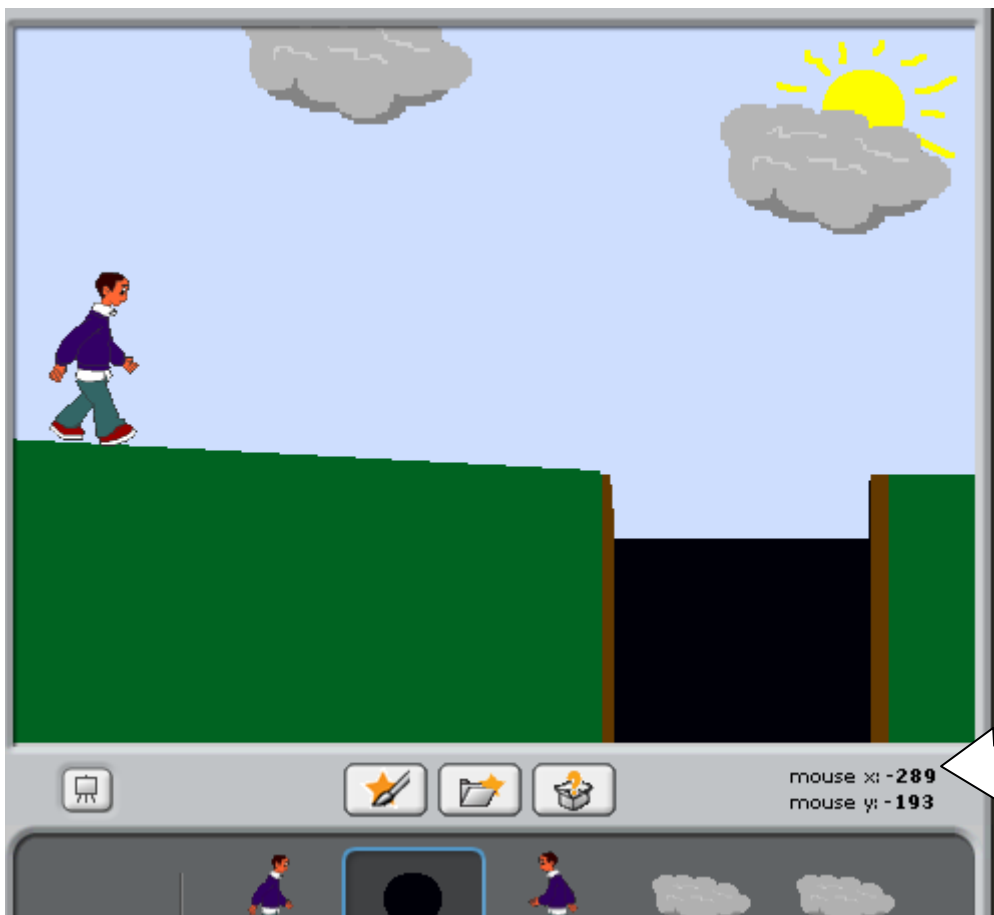
Program Flow

- 1) The walking boy, the clouds, and the sun are shown and positioned in their appropriate places. There is a quarter of a second pause, then the boy states that it is a nice day and starts walking.
- 2) The boy starts walking from left to right and continues to walk as long as he is touching the green grass. If he stops touching anything green, he falls. A message is broadcast to change scenes.
- 3) When the boy touches the color black, he pauses for a second and exclaims “Uh Oh” and then falls quickly down the hole. When he touches the gray line at the bottom of the hole, he disappears. This creates an illusion of him falling down a deep hole.
- 4) The background changes to the dark cave (solid black background). The sprite representing the boy is now a black circle that blends into the background. This creates an illusion where the boy can speak while being hidden.
- 5) The boy falls from the top of the screen to somewhere near the bottom. He yells as he falls, an impact graphic is displayed by a broadcast, and then a scripted monologue occurs.
- 6) After the monologue, a message is broadcast to flicker the light, cave, boy, and dragon.
- 7) Finally, the dragon is shown, the boy says that it is a bad day, and then a broadcast is set to hide all remaining sprites and to show the end message.



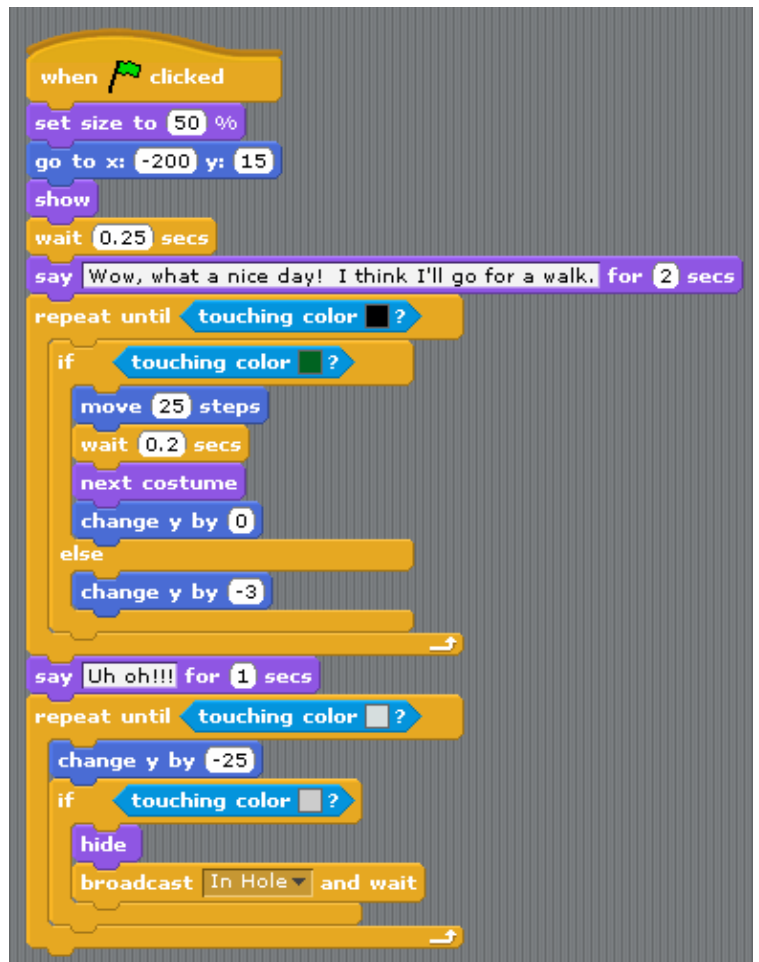
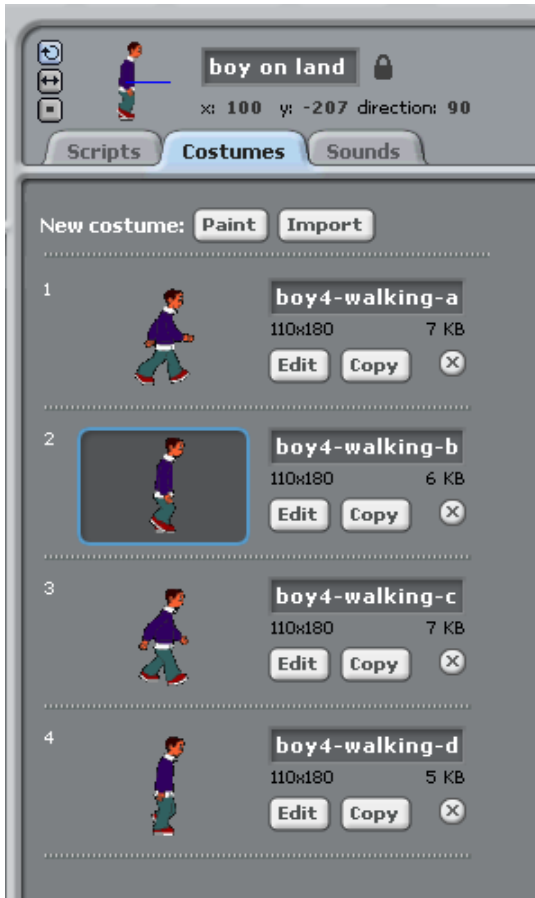
X / Y Axis

Use the x and y axis when positioning and moving your sprites on the screen.

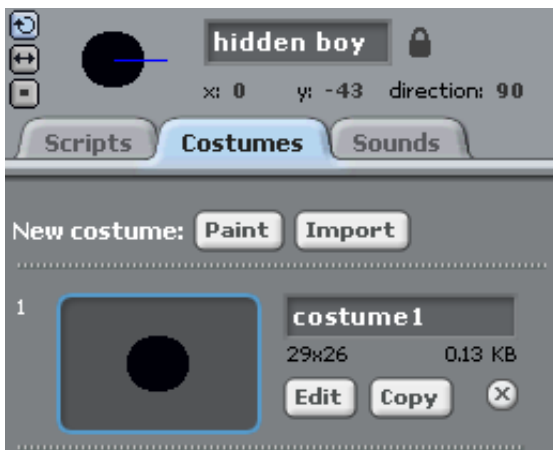


When you move your mouse over the viewing window, the mouse-x and mouse-y options will show you the coordinate locations.

Walking boy



Hidden Boy



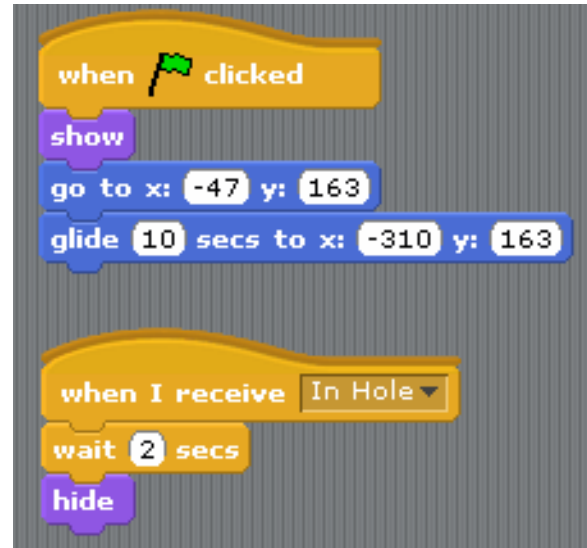
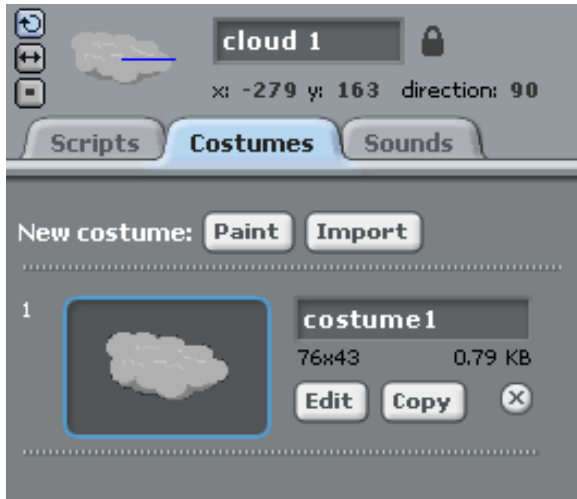
```
when clicked
hide

when I receive In Hole
wait 3 secs
show
go to x: 0 y: 164
say AHHHHH!!!!
glide 2 secs to x: 0 y: -43
hide
broadcast boom and wait
wait 1 secs
show
say Ow! for 1 secs
wait 2 secs
think uh oh, what am I going to do??? for 2 secs
think Maybe someone is around. for 2 secs
wait 1 secs
say Hello? for 2 secs
wait 2 secs
say Anyone there??? for 2 secs
wait 3 secs
say HELLOOOOOO????? for 2 secs
wait 2 secs
think I guess I'm alone. for 2 secs
wait 1 secs
think Maybe I still have some matches in my pocket. for 2 secs
hide
broadcast light match and wait
```

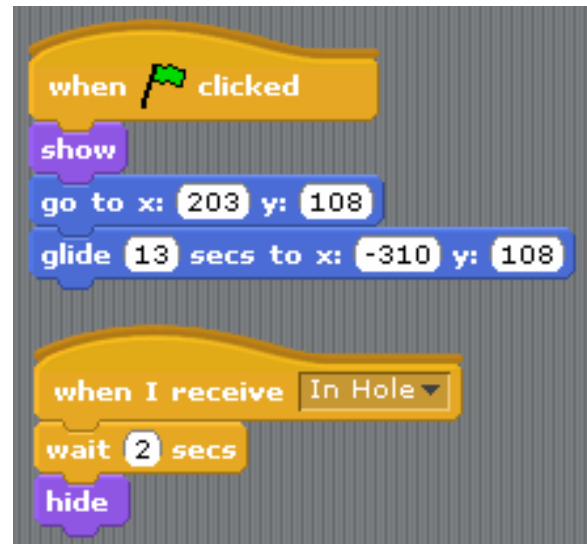
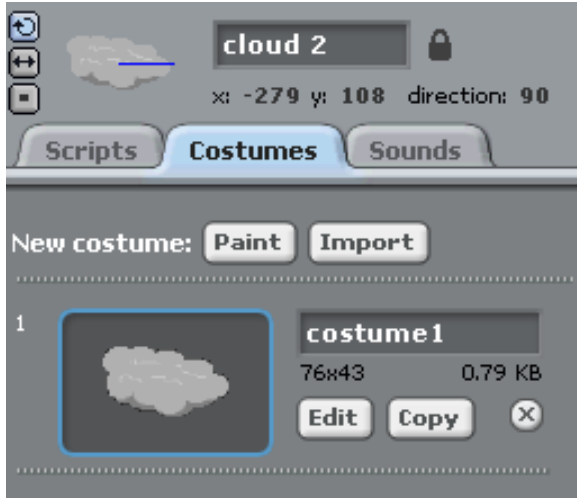
Boy in Cave



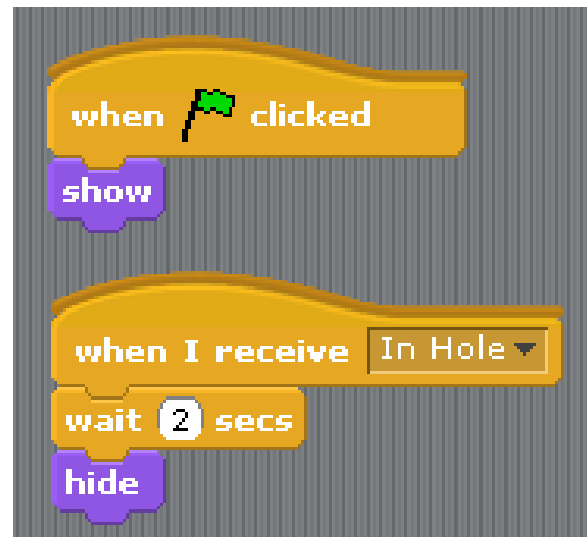
Cloud 1



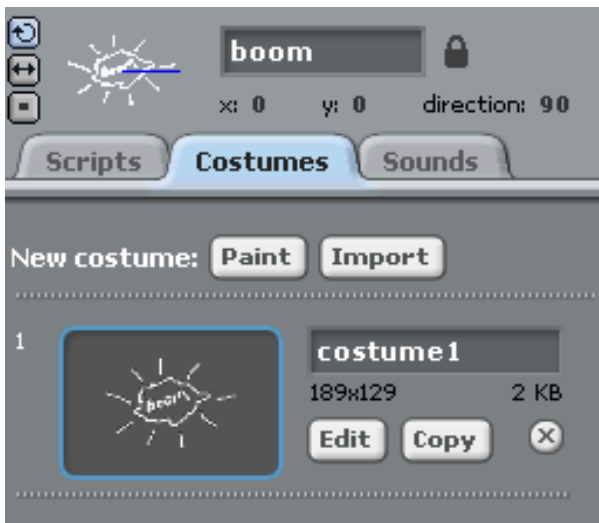
Cloud 2



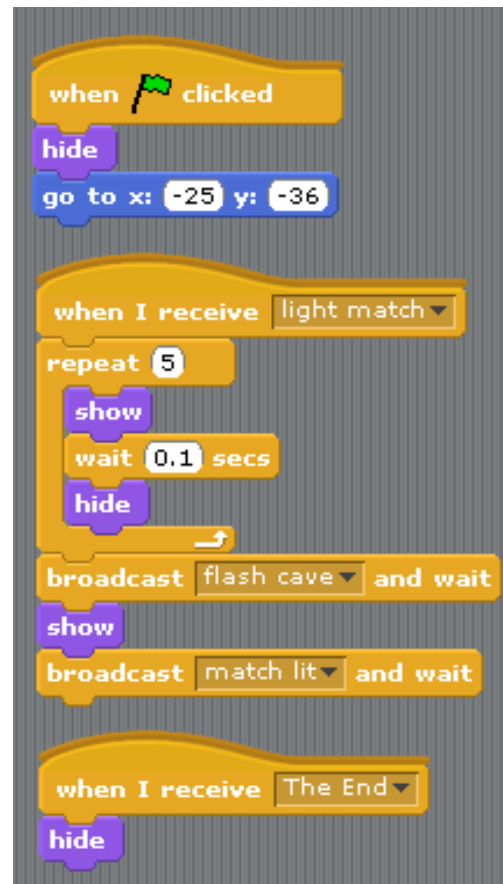
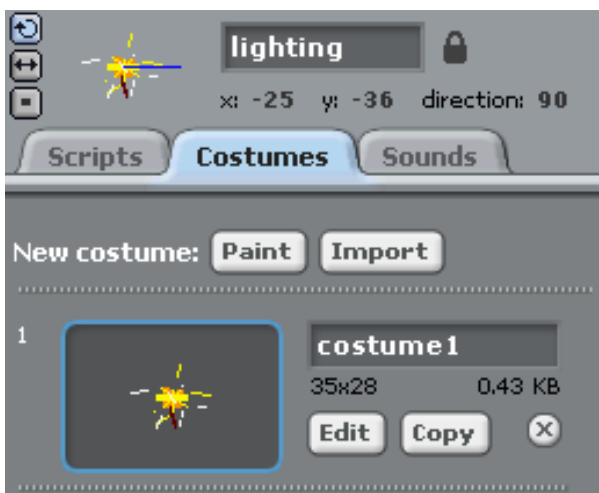
Sun



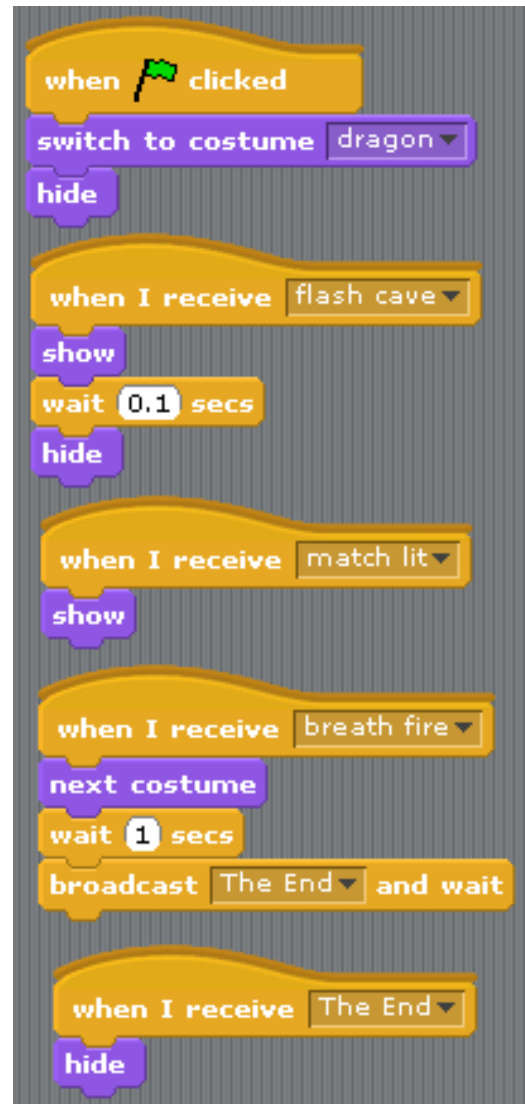
Boom



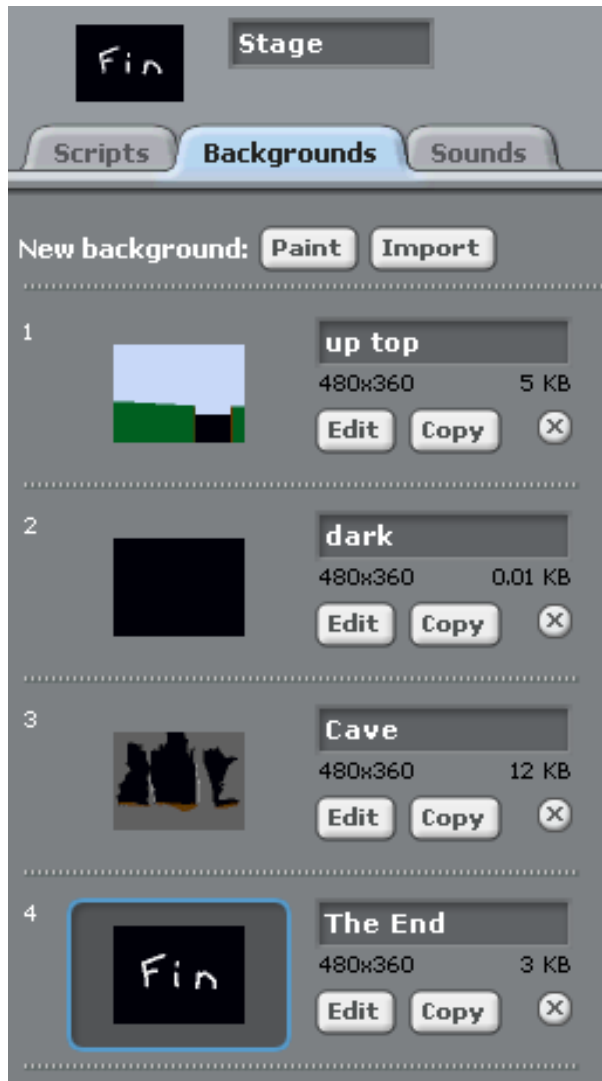
Match



Dragon



Background



Fin