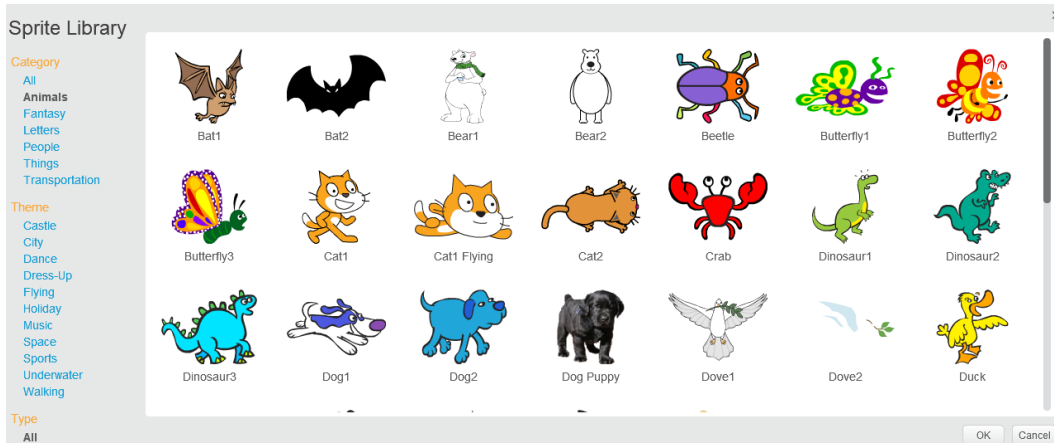
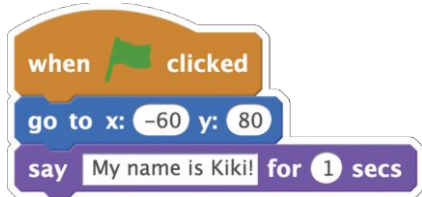


Interactive Pet Instructions

1. Put Your Name-Interactive Pet in project title
2. Choose a new backdrop for the stage from the back drop library
3. Chose a pet from the animals category in the sprite library



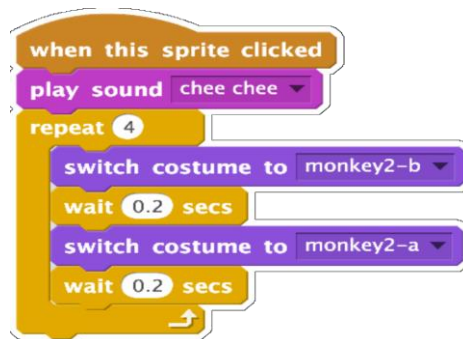
4. Introduce Your Pet



5. Animate Your Pet

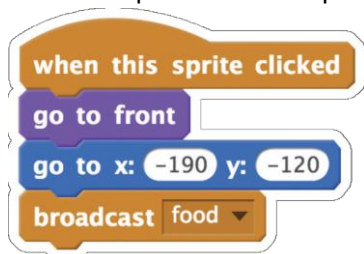
1. Go to Costumes tab
2. Explore your pet's costumes
3. Go to Scripts tab

4.

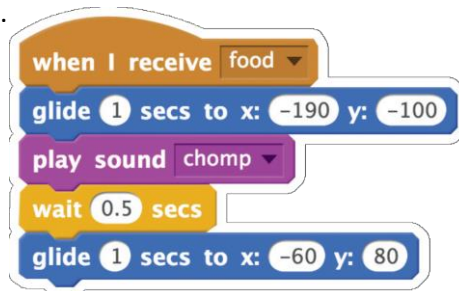


6. Feed Your Pet

1. Go to Sounds tab
2. Choose a food sound from the sound library
3. Go to the Scripts tab
4. Add a food sprite from the sprite library
- 5.



6. Click on your pet sprite
- 7.



7. Give Your Pet a Drink

1. Add a drink sprite from the sprite library

2.

```
when this sprite clicked
  go to front
  go to x: -80 y: -120
  broadcast drink
  wait 1 secs
  switch costume to glass water-b
  play sound water drop
  wait 1 secs
  switch costume to glass water-a
```

3. Click on your pet sprite

4.

```
when I receive drink
  glide 1 secs to x: -80 y: -100
  wait 1 secs
  glide 1 secs to x: -60 y: 100
```

8. What will It Say?

1. Go to "Data" blocks palette

2. Click make a variable & name the variable choice

3.

```
when this sprite clicked
  set choice to pick random 1 to 3
  if choice = 1 then
    say I like bananas! for 2 secs
  if choice = 2 then
    say That tickles! for 2 secs
  if choice = 3 then
    say Let's play! for 2 secs
```

9. Time to Play

1. Add a trampoline sprite from the sprite library

2.

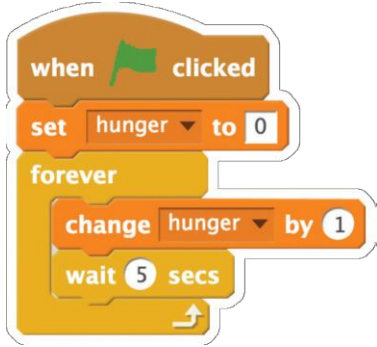
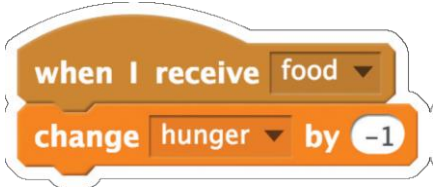
```
when this sprite clicked
  go to x: 130 y: -120
  broadcast play
```

3. Click on your pet sprite

4.

```
when I receive play
  go to front
  glide 1 secs to x: 120 y: -40
  repeat 4
    change y by 20
    wait 0.3 secs
    change y by -20
    wait 0.3 secs
  glide 1 secs to x: -60 y: 100
```

10. How Hungry?

<p>1. Make a variable & name the variable hunger</p> <p>2.</p>  <pre>when clicked clicked set hunger to 0 forever change hunger by 1 wait 5 secs</pre>	<p>3.</p>  <pre>when I receive food change hunger by -1</pre>
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11. Save your interactive pet program to your AspireIT USB

Notes:

*Customize number and sayings to your pet

*After getting the interactive pet programed you will have to change a few commands so that it does not do everything at once

*Be creative