**Scenario 19.1 – Play a Piano**



1. Teacher showed you the program *Play a Piano 1* and explained how the Sound group commands can be used.
2. Divide into groups. Each group will create a game like *Play a Piano 1*.
3. Open the pogram *Play a Piano Half baked*:

<https://snap.berkeley.edu/project?user=ddureva&project=Play_a_Piano_Half_backed>

1. Discuss about the game scenario and describe the game plan in the description sheet (page 2).

Additional: you can add a condition for the dinosaur to dance while playing (the dinosaur has several costumes in the pre-prepared file).

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| **Describe your project for computer game**  **Title ........................................**  **Team members:** ........................................... |
| |  | | --- | | 1. Describe game plot. | | 1. Sprites, Backgrounds, Variables (Describe: sprites – name, costumes, etc.; backgrounds; Variables – name, purpose, area of activity – for all sprites, for current sprite (please write name of the sprite if Variable is related only to one sprite) | | 1. Detailed plot  |  |  |  | | --- | --- | --- | | Sprite (name or picture) | Events | Duration | |  |  |  | |  |  |  | |  |  |  | | | 1. Used commands (blocks): | |