**Scenario 18 – Recycling**

Robot Binny has noticed that there are pieces of paper and glass object on a playground and that kids cannot play there. Because it wants to help kids and their parents to clean up the playground, it brought two bins to sort the waste into: a green one for glass, and blue one for paper waste. Program a game to teach kids to sort the waste into appropriate bin to sort and collect the trash from the playground.

1. Open a file C4G18\_Recycling\_Part. In this file you will find robot Binny, two bins and waste, that needs to be sorted. Make sure that the waste will be scattered on the playground at the beginning of the game. You can use C:\Users\Špela\Downloads\C4G18_Recycling script pic.png. To find out where on the stage are the objects, you can check the checkboxes next to x and y position for each object separately   
      
   and on stage you will see the value of x and y position of the object:   
     
   When you set the starting position, uncheck the boxes so that they will not interfere with your work and play.
2. When green flag is clicked robot Binny, both bins and all the trash have to be shown.
3. Binny shall ask the player, what is her name, and give her instructions: the player has to put the waste in appropriate bins, green for glass and blue for paper. When Binny ends his instructions, it shall broadcast a message for the beginning of the game and hide itself.
4. Determine for each piece of waste to which bin does it belong: if player drags it to appropriate bin the piece is hidden, otherwise is says that it does not belong to that bin. Checking shall start when the message for the beginning of the game is received.
5. Make a variable, that will count, how many pieces of waste have been successfully disposed or how many still need to be collected – it is up to you to decide. Think when the value of the variable should be displayed on the stage and when it should be hidden. You show or hide it also during the game:
6. The game ends, when the player has correctly sorted all the waste. Think how to check if all the waste was collected.
7. When all the pieces of waste are correctly disposed, Binny will show up, and congratulate you for the finished task. Binny will address you by your name, that you have written in the beginning, e.g. Anna, congratulations on cleaning the playground. Now you can go and play.

Additional task: add another bin for plastics and plastic waste to the game

C4G18\_Recycling\_Part: https://snap.berkeley.edu/project?user=mateja&project=C4G18\_Recycling\_Part