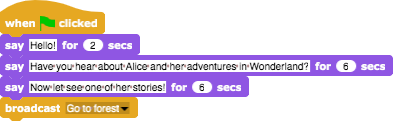
**Scenario 13 – Storytelling**

1. Let's take a look at *Alice1*: <https://snap.berkeley.edu/project?user=ddureva&project=Alice_1>

and *Alice2* program together:

<https://snap.berkeley.edu/project?user=ddureva&project=Alice_2>

1. We use broadcasting e.g. when we want that an event 2 happens after the event 1 ends.



E.g. at the beginning the Rabbit starts telling the story (event 2). When he ends, he sends the message *Go to forest.*

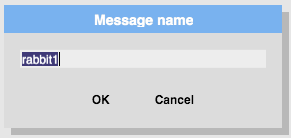




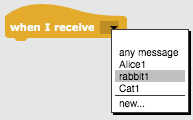
When Alice receives the message *Go to forest*, the event 2 starts.

**Shorter instructions for broadcast, receive and create messages**

1. For broadcast and receive messages we have following commands:   
2. Creating messages:

Right-click on block *broadcast* and write the name of the message.

Then click on the event block *when I receive* and choose the message.



For creating a story, you always need a plot (scenario). In the table **Story plots/Scenarios** a scenario for the story is written and the second table **Sprites** provides a detailed scenario for each sprite / background.

Continue the program *Alice 2* and create a story!

Optionally, you can add some scenes and also change anything.

**Story plots/Scenarios**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Design | Actions | Notes |
| 1. Start |  | The story starts with the scene (When the green flag is clicked) | Against this background, the Rabbit introduces the story. |
| 1. Forest |  | The scenery appears when the Rabbit rounds up his introduction (A *Go to forest* message has been sent) | Against this background, Alice appears positioned in the center of the stage. She starts moving, wondering *"Where am I?".* The sprite gradually reduces its size 5 times by 10%. When it reaches the end of the path (at a crossroads), the scene changes to *Meeting*. (Alice sends message -broadcast *Meeting with Cheshire Cat*) |
| 1. Meeting |  | Appears when *Alice’s* message *Meeting with Cheshire Cat* is received. | Here Alice and the cat are part of the background. To use Alice's sprite, prior to the message, she is positioned so that she covers her image from the decor. The Cat sprite appears at a later stage.  As the scene changes, the Rabbit continues to tell the story.  Later a conversation takes place between Alice and the Cheshire Cat. |

**Sprites**

|  |  |  |
| --- | --- | --- |
| Sprite | Actions | Background |
|  | At the Start:  Says: Hello! (For 2 sec.)  Says: Have you heard about Alice and her adventures in Wonderland? (For 6 sec.)  Says: Now let’s see one of her stories! (for 6 sec.)  Sends the *Go to forest* message. | start |
|  | At the Start:  Hides from stage; at centre stage position and 100% size, ready to be displayed against the new background. | start |
|  | At the Start  Hides from the stage; positioned at x: -74, y: 113 (Positions are predetermined after the Cat sprite has been set on the *Meeting* stage.) | start |
|  | Receives a *Go to forest* message:  The sprite shows on stage.  Repeated 5 times: waiting for 1 sec .; moving 5 steps; size reduction (change by -10); wondering: *Where am I?*  Preparing for next decor: waiting 5 sec; restoring the sprite’s size (100% change) and positioning at x: -187, y: -67  Sends Message: *Meeting with Cheshire Cat*. | forest |
|  | No action. Just becomes visible from previous decor. | forest |
|  | Receives the message: *Meeting with Cheshire Ca*t.  Resizes to 80%  He says: *"Alice stops at the crossroads and wonders were to go."* (for 10 seconds).  He says, *"She saw the Cheshire Cat on the three."* (for 8 sec.)  Sends a message *Alice1* | meeting |
|  | Receives the *Alice1* message.  Moves to the front (This is necessary because the Cat appears after her, which prevents Alice’s lines from appearing in a dialogue box if she is not in the front layer).  She says: *"Hi!"* (for 2 sec.)  She says: *"Would you tell me please, which way I ought to go from here!"* (for 10 seconds).  Sends a *broadcast* message to the Cat: *Cat1*. | meeting |
|  | Receives the *Cat1* message.  The sprite shows on stage.  It says: *"That depends a good deal on WHERE you want to get to!"* (for 10 seconds).  Sends an *Alice2* message. | meeting |
|  | Receives the *Alice 2* message.  Says: …………………………………………………………………………  Sends a *Cat2* message. | meeting |
|  | Receives the *Cat2* message.  Says: …………………………………………………………………………  Sends a *Rabbit1* message. | meeting |
|  | Receives the *Rabbit1* message.  Says: “What’s the moral of the story?” (for 8 sec.)  Says: “To know which way to go, one has to determine his or her goal first.” | meeting |