**Scenario 4 – Changing costumes and turning**

**[Task 1]**

1. Open a new empty project, click on *icon* that looks like a *white piece of paper*, and select *Costumes…*
2. Click on **ballerina a**, and click on *Import*. Do the same with *ballerina b*, *ballerina c*, and *ballerina d*. Then click *Cancel*

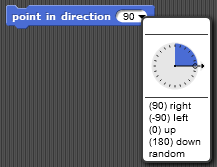
  
In Costumes tab of your sprite, you now have 4 ballerina costumes.  
You can rename Sprite to Ballerina, by changing the text above the Costumes tab.

1. Now go back to Scripts tab and try to create a code, that:
   1. will start when the green flag is clicked
   2. our ballerina will dance so that she will change her appearance 15 times. Use  and .
   3. Character ends her dance by changing appearance to *ballerina a*.

**[Task 2]**

1. Open a new empty project. Repeat all the steps from [Task 1], except that you import *avery walking a*. As before add also costumes *avery walking b*, *avery walking c* and *avery walking d*.
2. Add a suitable background for Avery to walk on, so that in animation it will seem as if Avery is walking from left side of the stage to the right side of the stage.
3. Create an animation of Avery walking. The code includes:
   1. Start when green flag is pressed
   2. Starting position
   3. 14x repeating the change of costumes. Don’t forget to add wait \_ secs block to see the animation.
   4. The girl is now walking on spot. Punca sedaj hodi na mestu. Try to figure out, how to animate Avery in a way, that her steps will look connected as in real life and she will move from left to right.

**[Task 3]**

1. Open a file *Find cheese*.
2. Until now, you always wrote a program where a sprite only moved in one direction. In this task, you will have to turn the mouse, in order to reach the cheese. To make her turn, you can either choose:  
   a. where you tell the mouse in which direction she has to point or
3. you can tell her to turn for a certain angle clockwise  or counter clockwise .   
   A full circle has 360 degrees, so if you want to turn in the opposite direction from where you are now, you turn for 180 degrees. If you want to turn to your left you turn 90 degrees counter clockwise. If want to turn to your right you turn 90 degrees clockwise.
4. Write a program that mouse has to follow to reach the cheese if she has to walk only on the green area
5. Use the following blocks:

1. Now try to write a program using  and  with 90 degrees.
2. As you have seen, the mouse has turned in different directions to reach the cheese. Sometimes you don’t want your sprite to turn upside down, but to just turn to the left or to the right so it doesn’t walk on its head. To make sure your sprite turns like you want it to, you have to click on appropriate icon left of your sprite:



* 1. The *circular arrow* means, that your sprite can turn in any direction (like your mouse)
  2. The *left-right arrow* means that your spirit will only turn to the left or to the right (this is what you would use for the dog not to walk on its head
  3. The *right arrow* means that the sprite will always look as it is (you could use this for the monkey)

1. Try to rewrite your programs for the dog and the monkey so that they first go the object and back by turning. Make sure you change their rotation style properly.

Find cheese: <https://snap.berkeley.edu/snap/snap.html#present:Username=spelac&ProjectName=C4G_Find_cheese>