

Dance Conversation

(A bumpy programme very easily
adapted to any scripted play)

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Importing ready made sprites & costumes

- Delete the cat
- Import sprites anjuli1 & anna1 from people folder
- In the costume tab click import and find all the related pictures (same name as first picture) and import them
- Rename the costumes
- On the top click on only face left and right for both sprites (this stops them turning upside down)



Add a dance floor background

Click on stage and the
background tab

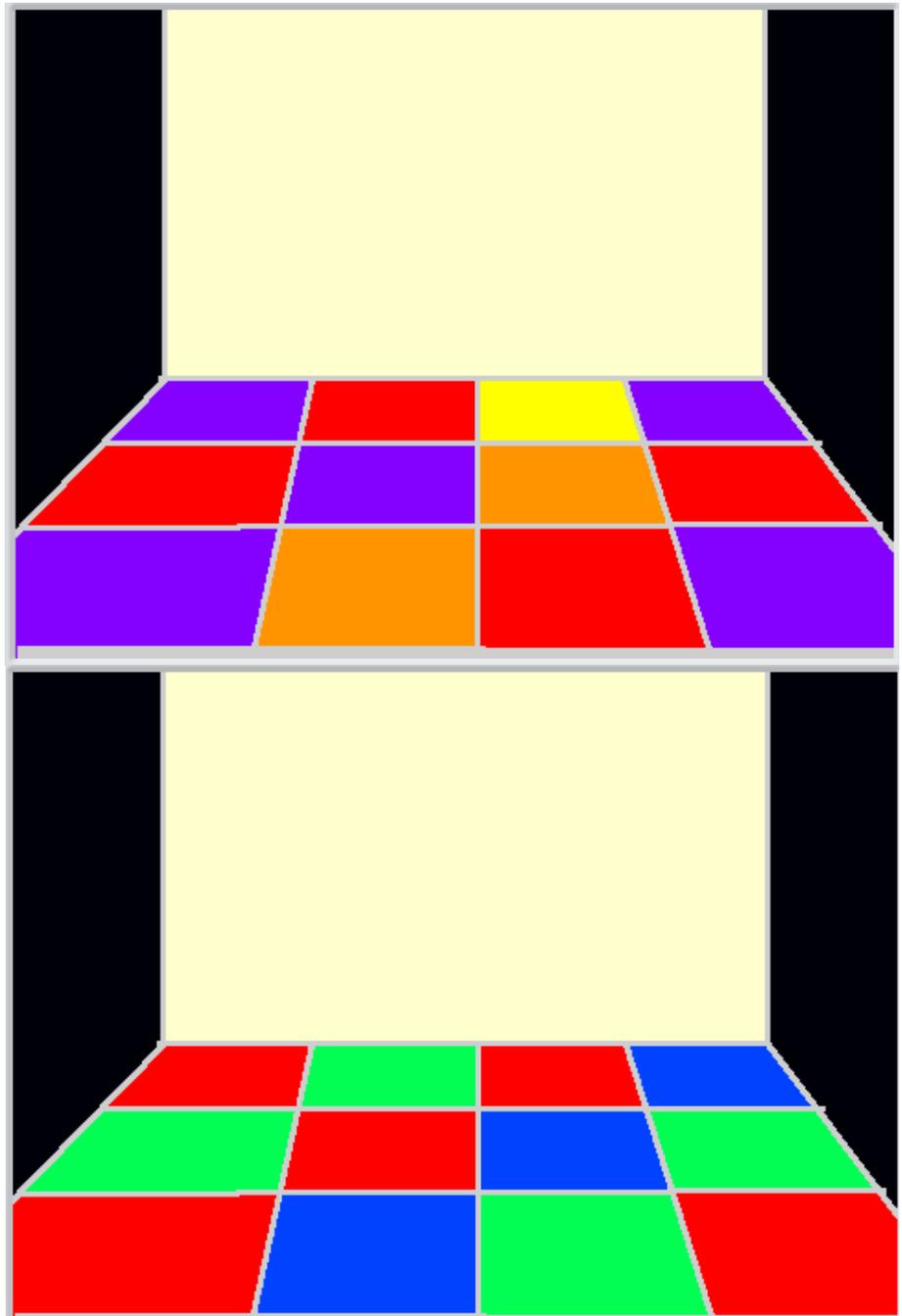
Use the line tool to draw a
floor and room frame

A neutral colour like grey for
the frame works well

Use the fill tool to fill in
colours

Copy the background a
couple of times and edit the
floor square colours

Rename the backgrounds



Make the floor lights look like they are flashing forever

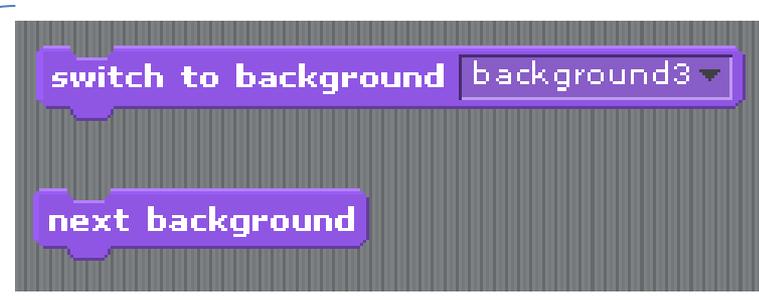
Note Later on you might want to revisit this block to add a method of switching the floor on and off



Either one of these
(Make sure you use the same type you used last time)



Either one of these types
You will need as many as you have backgrounds



Making both sprites **look like** they are dancing

Note Once you have added music later you might want to plan your sequence to match the music

A costume change block for both characters

Either one of these



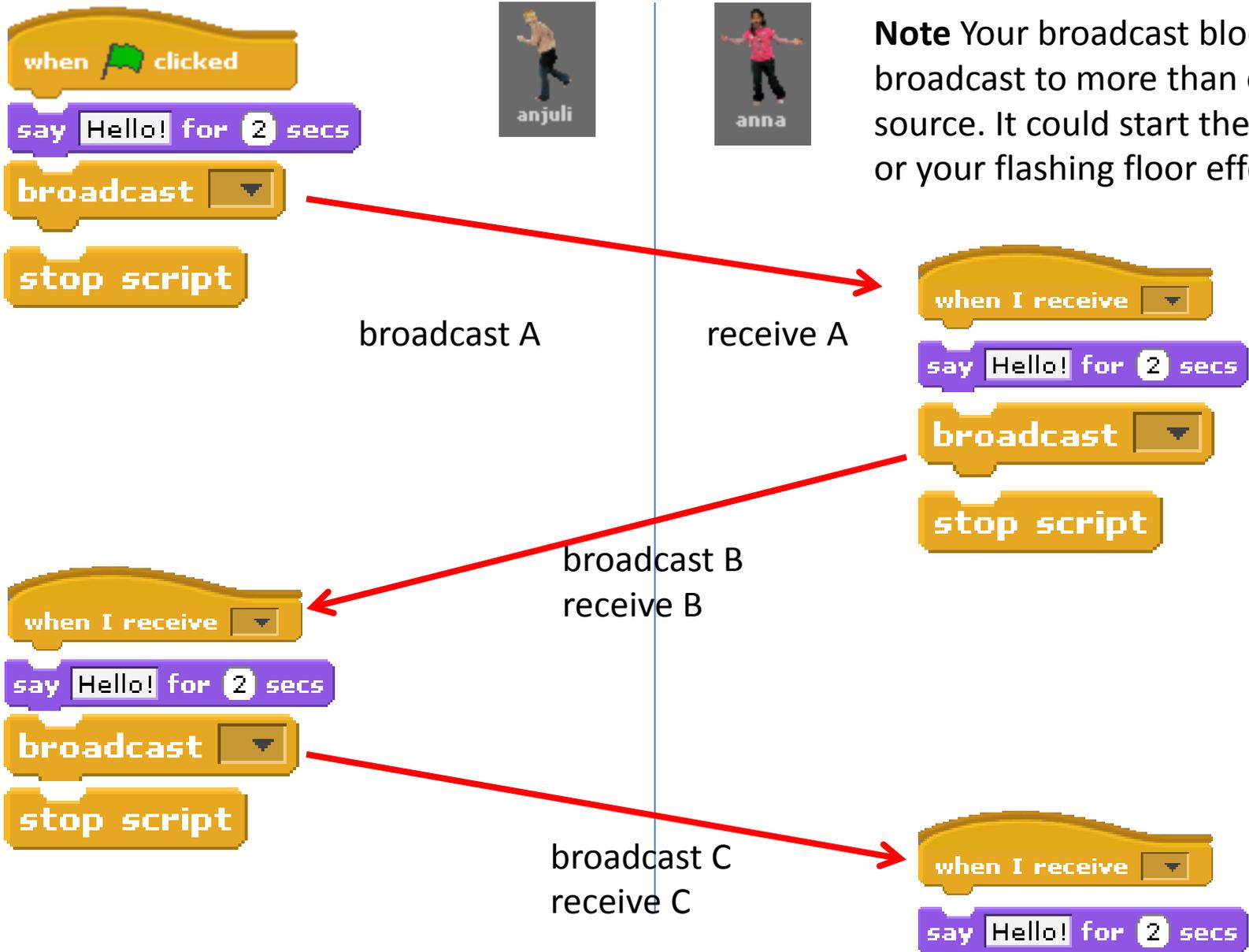
Two or more of these



Lots of these



Adding speech using the broadcast blocks



Note Your broadcast block can broadcast to more than one source. It could start the music or your flashing floor effects

Adding Music



1st Import your sounds from the music loops folder. Make sure you stick to one type of music.

2nd Combine these blocks to make your music last for about a minute and fade in and out

Either one of these



Note You can create this code block on any sprite but I often use the stage

Making the sprites move right and left

There are lots of ways you could customise this section. You could get the users to steer the sprites to the music using similar commands to the spider keyboard steering. Or you could setup an automatic pattern for each sprite using these commands.



Either one of these
(Make sure you use the same type you used last time)



You can use **either** or **both** of these. You could also cleverly drag the repeat blocks within the forever blocks programmers call this nesting.

The repeat block is like the repeat command in Logo. You can change how many times it repeats by changing the number

Automatic Pattern

Ultimately a good program will depend on how well you synchronise the music, dancing and movement. This will take some time to make each element work well together.

If you use the basic move you will need to set the direction of travel

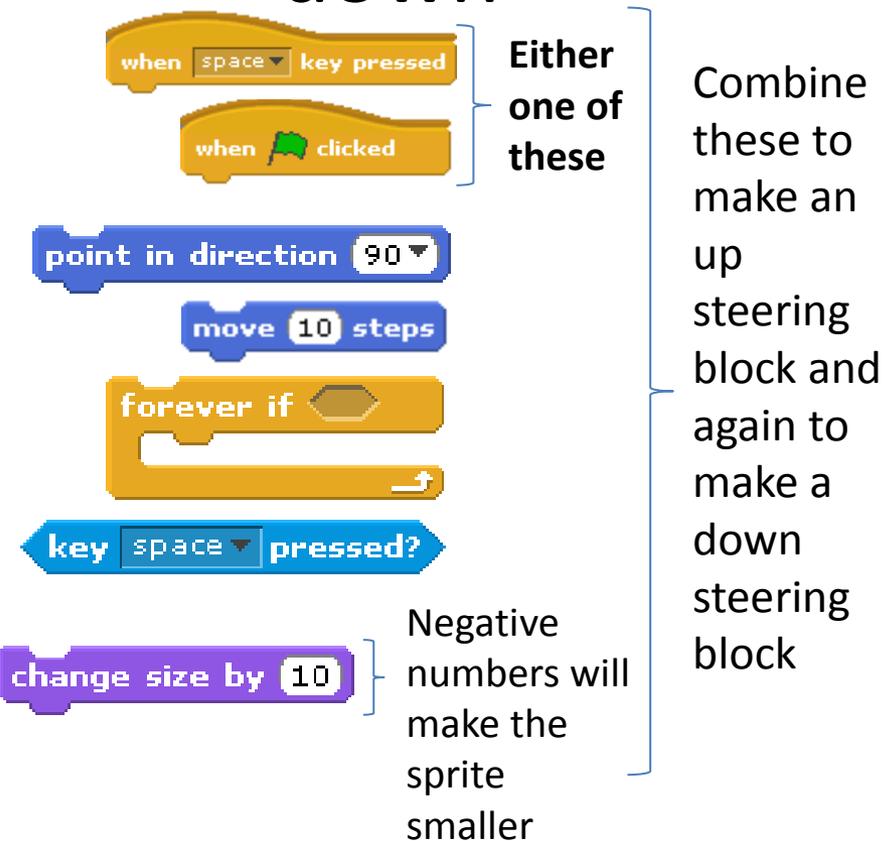


Use the basic move command or experiment with the glide command using the X and Y positions



Making the sprites grow or shrink if they move up or down

If a sprite moves up on the dance floor they are moving further away so you want the sprite to become smaller. If a sprite moves down they are moving towards the front of the dance floor and should get bigger.



User steering option

Automatic Movement

Add these blocks into the previous left and right movement code that you designed

Add up or down



Negative numbers will shrink the sprite positive numbers will grow the sprite



Use one type only

100% is full size any number over 100 will grow the sprite. Any number under 100 will shrink the sprite.



Challenge

Using the ideas introduced in this program and the last to either

- Create your own dance competition game
- Create your own film scene
- Create an advert

All programs should be less than 30 seconds in length apart from the game