Teddywaddy Code Club

Activity 1d
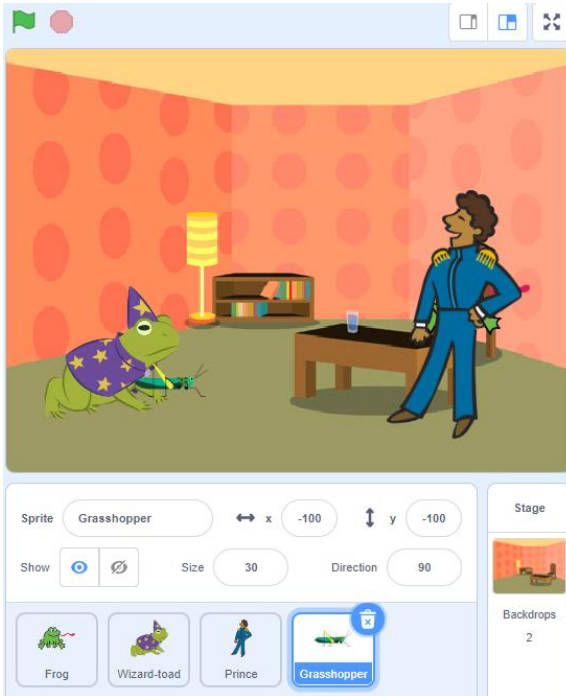
Frog prince

https://scratch.mit.edu/projects/587797172

Frog prince

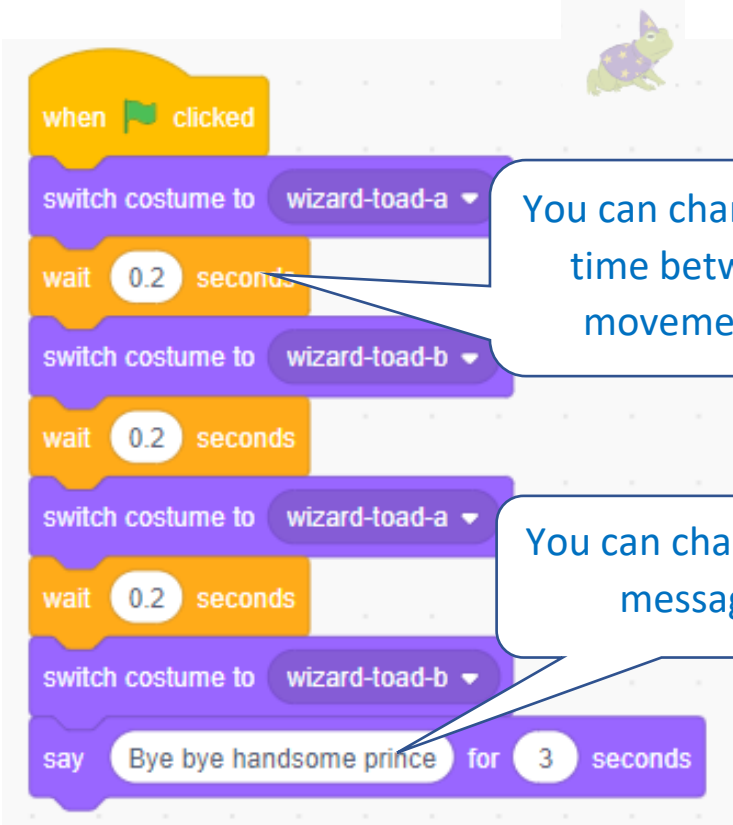First get everything arranged like below.

The frog is sitting on the chair behind the Prince and the Grasshopper is just in front of the Wizard toad.

Also make the Grasshopper smaller and the Prince bigger.

Grasshopper at	x (-100) y (-100)	& Size (30)
Prince at	x (-145) y (45)	& Size (150)
Frog at	x (150) y (-30)	& Size (100)
Wizard toad at	X (-150) y (-80)	& Size (100)

Add some code to the Wizard toad

Make sure the Wizard toad is selected.

```
when [flag] clicked
switch costume to wizard-toad-a ▼
wait 0.2 seconds
switch costume to wizard-toad-b ▼
wait 0.2 seconds
switch costume to wizard-toad-a ▼
wait 0.2 seconds
switch costume to wizard-toad-b ▼
say Bye bye handsome prince for 3 seconds
```

You can change the time between movements.

You can change the message

The code should make the Wizard toad look like it is throwing something.

Add some code to the Prince.

Make sure the Prince is selected.

```
when 🚩 clicked
show
wait until < touching Grasshopper ▼ ? >
change pixelate ▼ effect by 50
wait 0.3 seconds
change pixelate ▼ effect by 100
wait 0.3 seconds
change pixelate ▼ effect by 200
wait 0.3 seconds
hide
```

You can change the time between the pixelate changes

You can add more pixelate and wait blocks to change the effect.

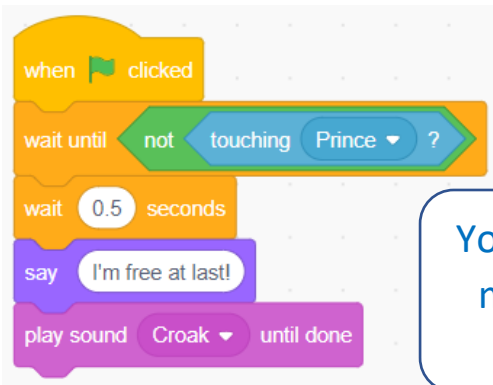## Add some code to the Grasshopper

```
when [flag] clicked
show
go to x: -100 y: -100
wait 0.6 seconds
glide 1 secs to Prince ▼
hide
```

Add some code to the Frog

```
when [flag] clicked
wait until < not < touching Prince ▼ ? >>
wait 0.5 seconds
say I'm free at last!
play sound Croak ▼ until done
```
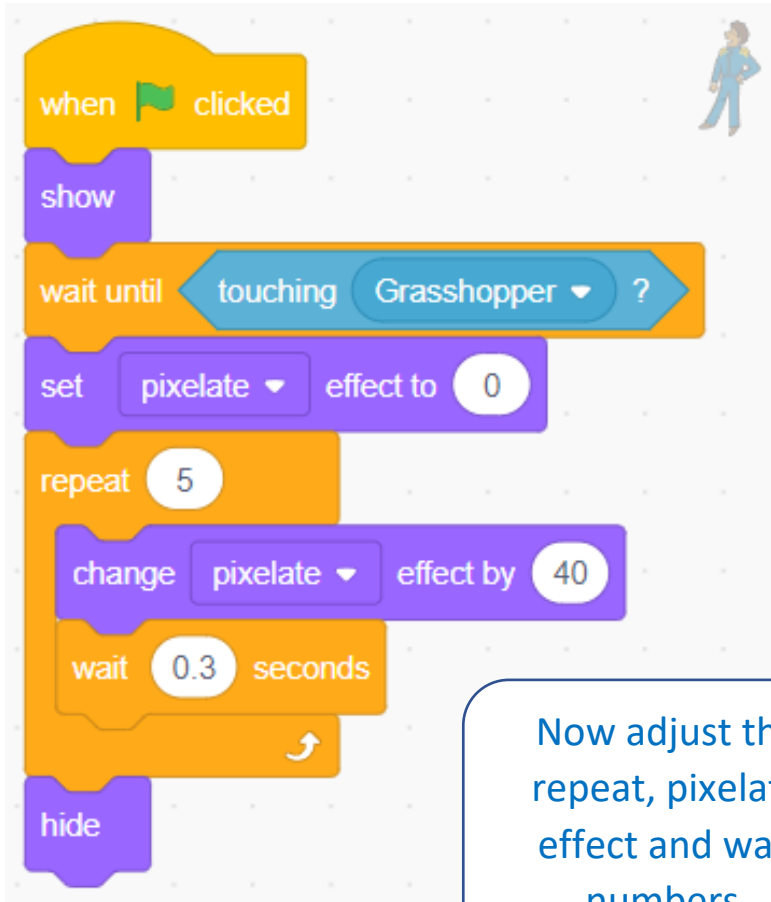
You can change the message and the sound

Extensions – Some more difficult things to try
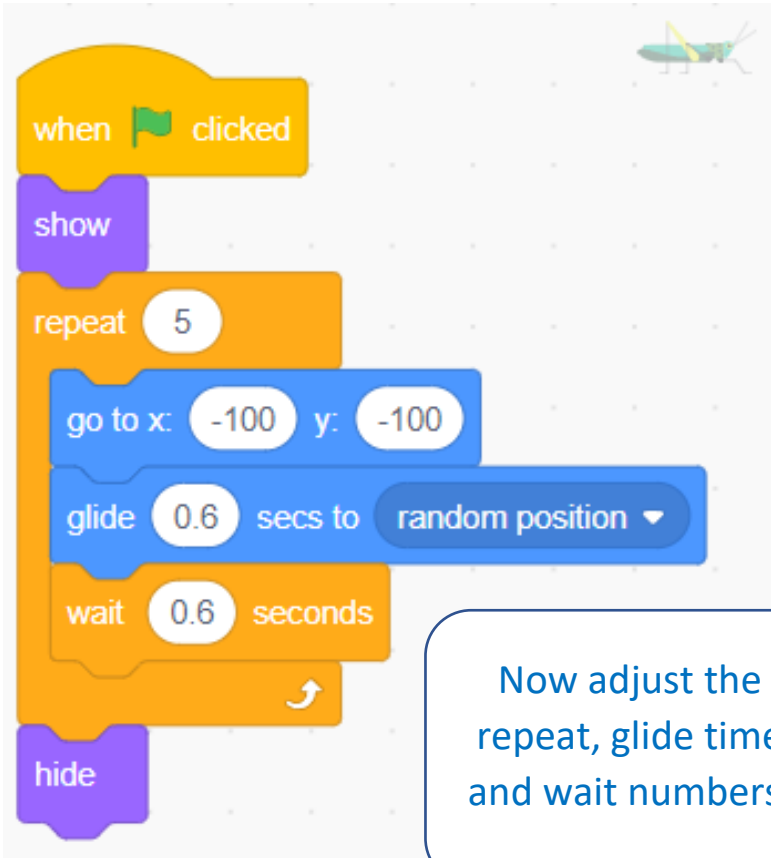
1. Change the way the Prince disappears.

when 🏳 clicked
show
wait until < touching Grasshopper ▼ ? >
set pixelate ▼ effect to 0
repeat 5
change pixelate ▼ effect by 40
wait 0.3 seconds
hide

Now adjust the repeat, pixelate effect and wait numbers.

2. Throw more Grasshoppers.

when [flag] clicked
show
repeat 5
  go to x: -100 y: -100
  glide 0.6 secs to random position ▼
  wait 0.6 seconds
hide

Now adjust the repeat, glide time and wait numbers.

3. Make the frog appear from pixels.

3. Instead of pixels you could make the Frog jump up and down when it becomes free.