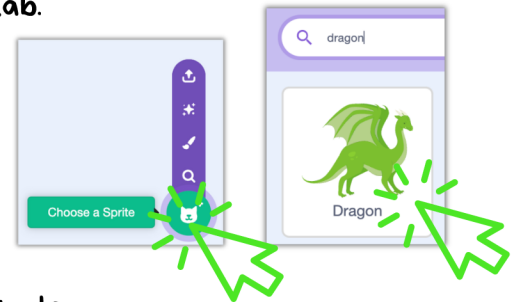# Story STEAM® CODING CLUB

Scratch Script

Flying Dragon

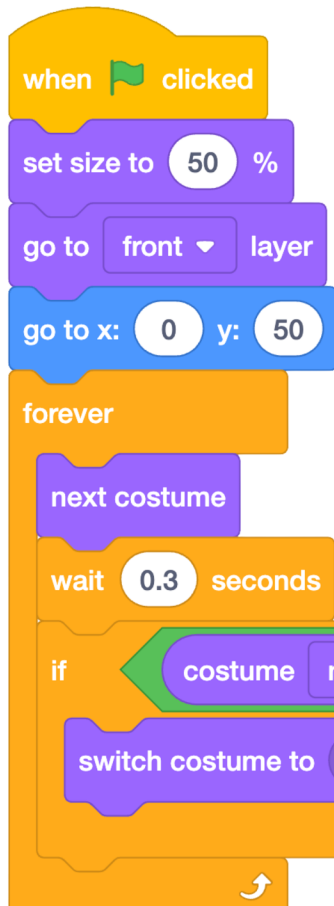**1.** Choose the dragon sprite and click on the 'costume' tab.

2. Click on the 'Costumes' tab.

Code · Costumes · Sounds

dragon

Choose a Sprite
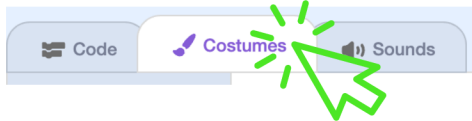
Dragon

3. Create your dragon position costumes using the paint tools

4. Code the dragon

```
when [flag] clicked
set size to 50 %
go to front layer
go to x: 0 y: 50
forever
  next costume
  wait 0.3 seconds
  if costume number > 4 then
    switch costume to dragon-1
```
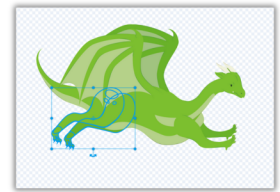
When the green flag is clicked, the following code will run.

This block sets the size of the sprite.

This block makes the sprite go in front of other sprites.

This block tells the sprite it's position on the stage area.

The forever loop will repeat the following code...
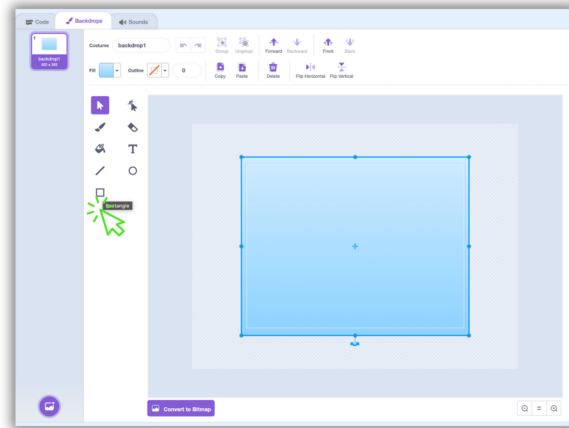
Change to the next costume.

this is the wait time between costume changes.
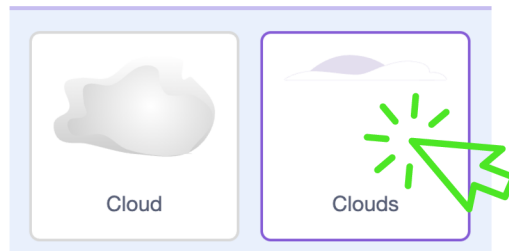
Add this code to restrict costumes.

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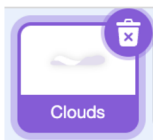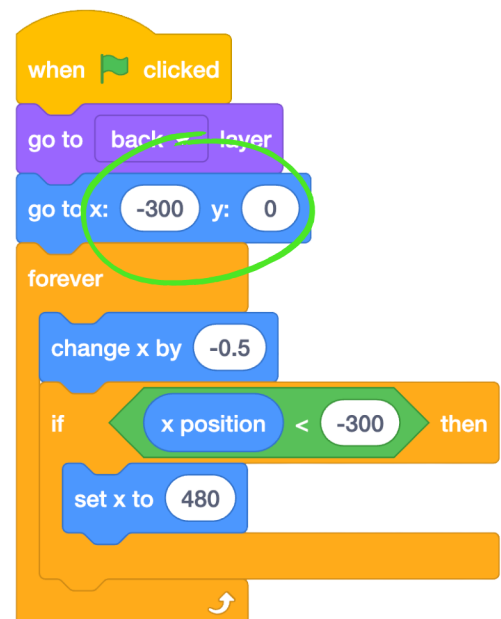Flying Dragon cont.

5. Paint a simple backdrop.

Paint

6. Add some sprites for a scrolling background. eg. clouds or trees.

Choose a Sprite

Cloud   Clouds

7. Code the clouds to move across the stage.

Clouds

```
when [flag] clicked
go to back ... layer
go to x: 0 y: 100
forever
    change x by -0.5
    if < x position < -300 > then
        set x to 480
```

Only the starting position is different.

Clouds2

```
when [flag] clicked
go to back ... layer
go to x: -300 y: 0
forever
    change x by -0.5
    if < x position < -300 > then
        set x to 480
```
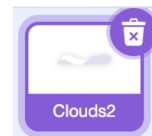
Flying Dragon cont.

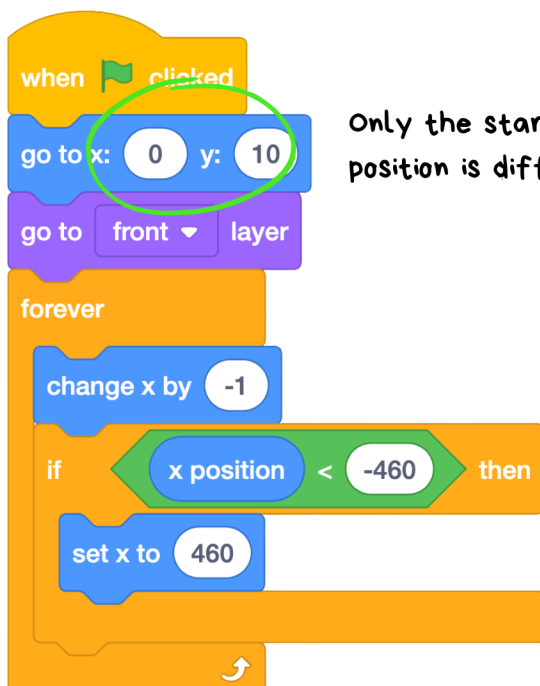**8.** To make waves, you will need to draw 2 wave sprites.
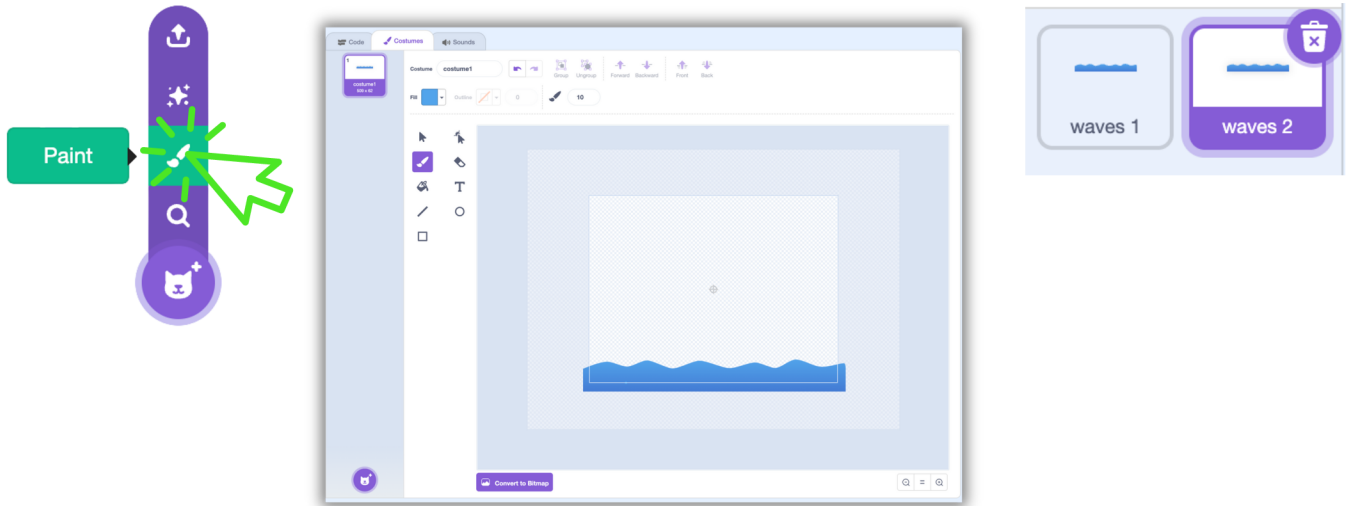
9. Code the wave sprites to move across the stage.

Wave 1

Wave 2

Only the starting position is different.

```
when [flag] clicked
go to x: 0 y: 10
go to front layer
forever
  change x by -1
  if < x position < -460 > then
    set x to 460
```

```
when [flag] clicked
go to x: 460 y: 10
go to back layer
forever
  change x by -1
  if < x position < -460 > then
    set x to 460
```