

# S4 Program

## INTERACTIVE story

### Introduction

We have looked at several features:

- Using the "ask" block and "answer" peg under the Sensing menu to begin interaction with a human user
- Using the creation of variables under Data menu to store data long term
- Using the conditional "pegs" under the Operators menu to consider various conditions
- Using the selection blocks under the Control menu to decide which course of action to take based on the results of one or more conditionals

In this assignment you will use some of these features to create a basic interactive story.

The form your story takes is completely up to you. You could create a story or follow a movie or television show plot. You could also create something similar to a commercial.

### Base Requirements

- Add comments to your computer program. Right click on an empty place in the script area for the main sprite, choose add comment. Replace the words "add comment here" to include your first and last name, ID number, Intro to Computer Programming, Period ? (whatever period you have class), and the name and number of the program.
- In a file called LastFirstS4 create an interactive story. This can be anything of your choice as long as the subject matter is rated "G."
- The program must ask a human player for at least five input values.
- These input values should include both text and numerical inputs.
- The program should then "tell" the story based on the inputs provided by the human user.
- The story must include at least two conditional statements that effects the way the story is told. This can take on any number of forms:
  - You can ask the user to pick from a small set of values (rather than all nouns, pick between "apple" and "orange") and then use an appropriate sprite when telling your story.
  - You could confirm that their inputs are appropriate (error trapping).
- The content of your story must be rated "G." There should be no violence, drugs, weapons, inappropriate actions or dialogue, or have any material that is not suitable for an educational environment.