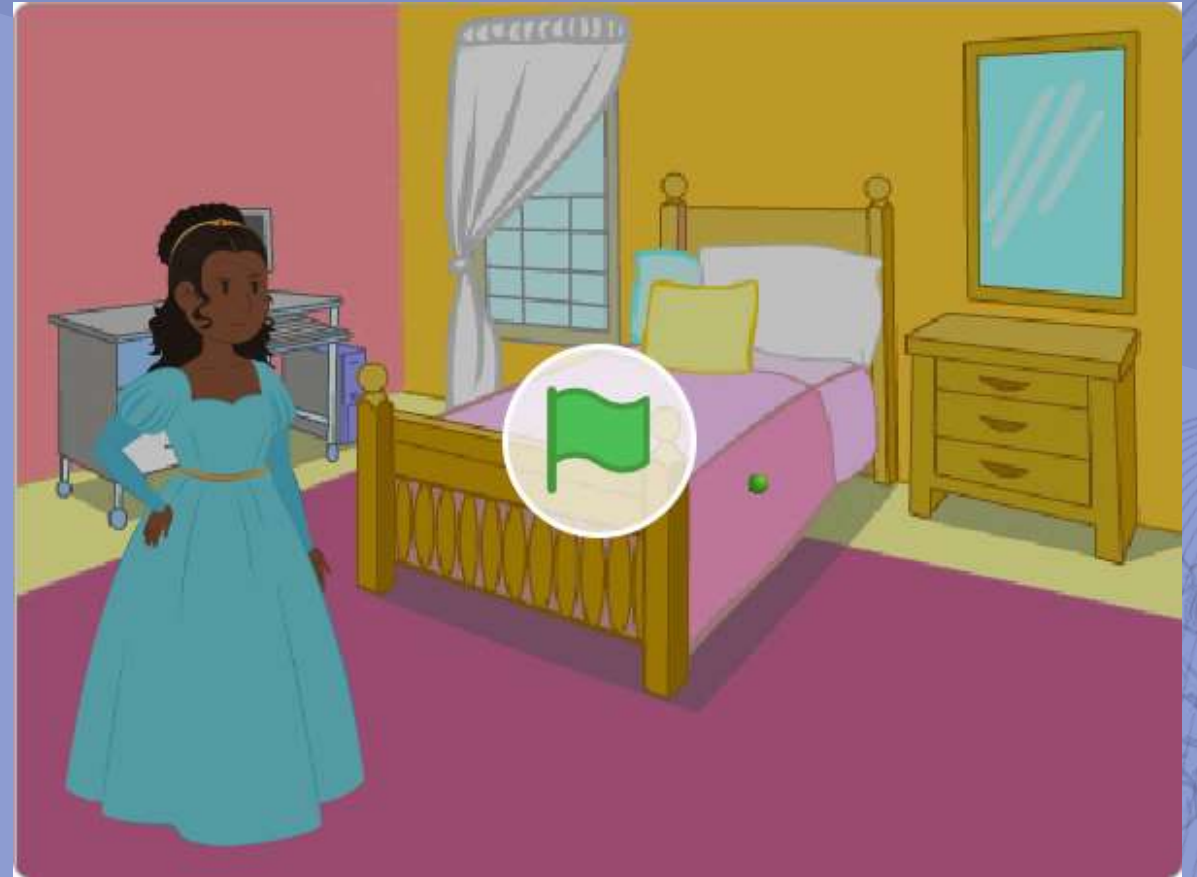


Process

Throughout the project, you should.....

- Look at the different effects used in this story,
- The other sprites are done for you, however, you need to add functionality to the Princess sprite for the story to truly come to life.

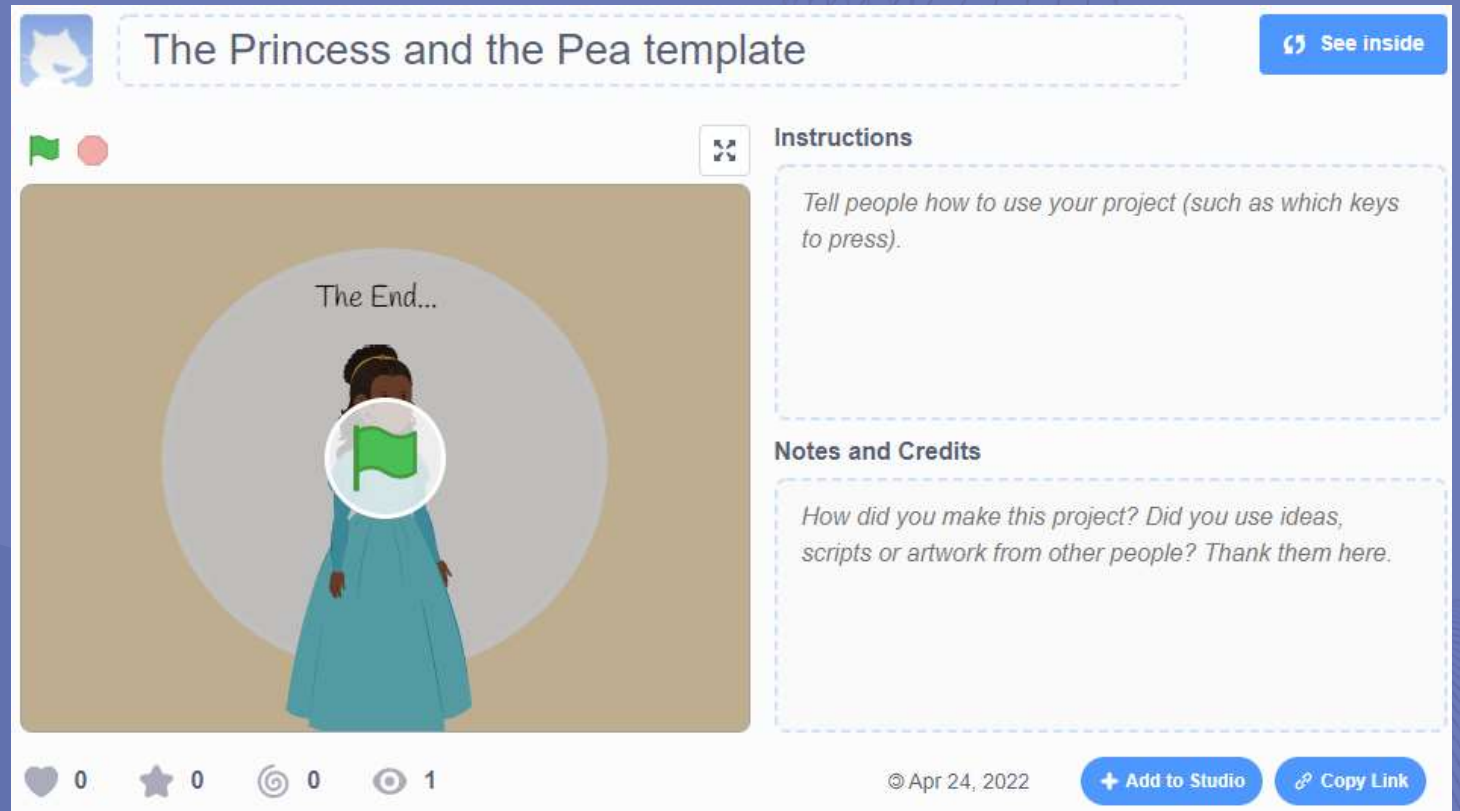


Template

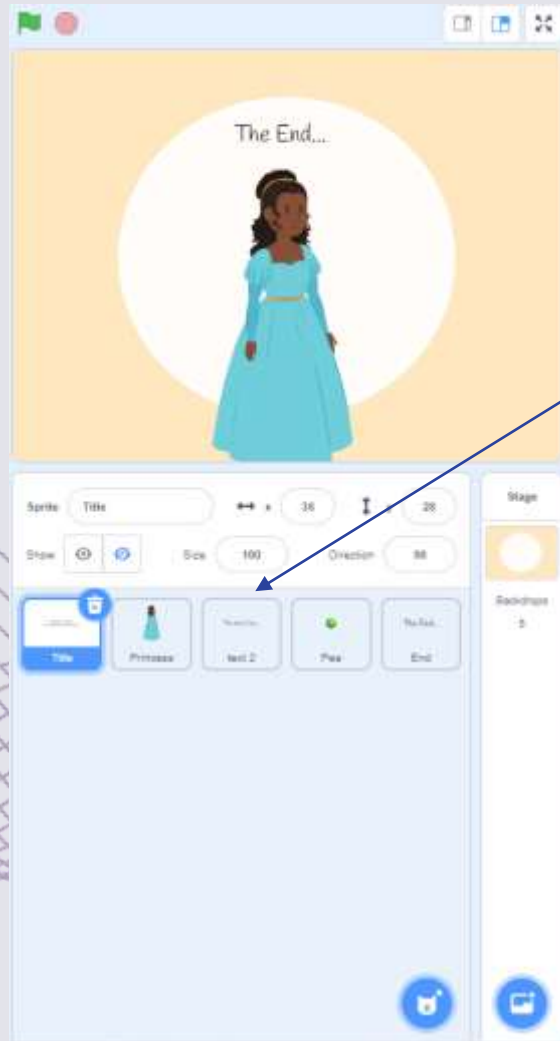
[The Princess and the Pea template on Scratch \(mit.edu\)](#)

Click REMIX to get started with the project.

By the end of your project, your code should look like [this](#)! (Use this if you get stuck)



Before we begin



This story may only focus on one character but there are multiple sprites which have all been coded for their respective roles.

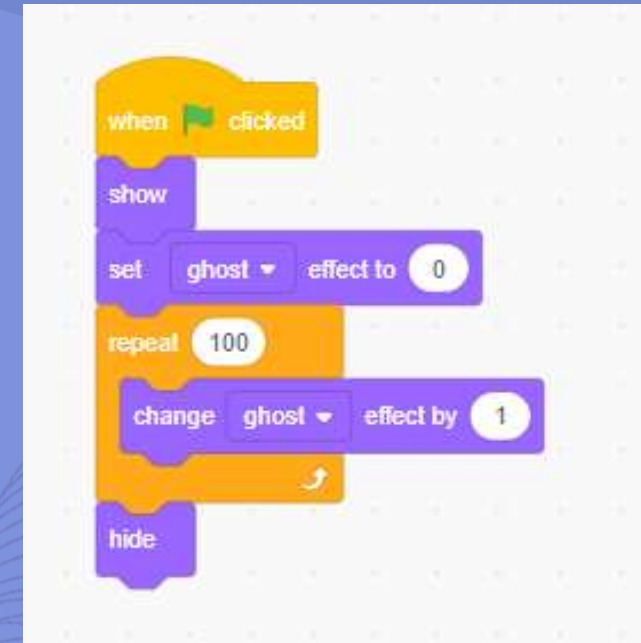
For this project you will focus on coding the princess sprite, however the next few slides will explain the purposes of the other sprites.

Step 1

Looking at the 'title' sprite

Inside the 'title' sprite is the code for when the green flag is first clicked.

The ghost effect is started at zero with the repeat loop giving the title a gradient to disappear with the title sprite being fully hidden as soon as the 100 repeats are done.

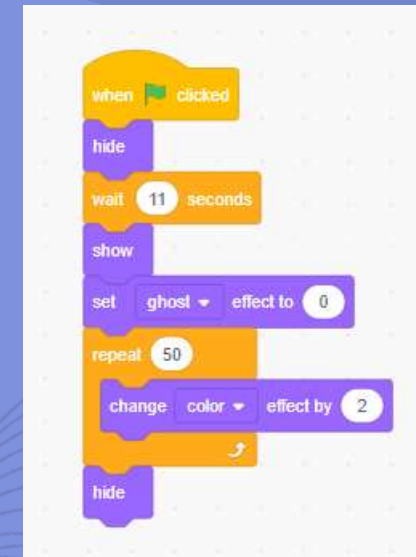


Step 2

Looking at the 'text 2' sprite

This text sprite needs to show up when the princess is sleeping, so until then the sprite hides.

After waiting the same ghost effect is applied as the previous sprite but instead of being 100 repeats of 1, we have 50 repeats of 2, so it should disappear faster.

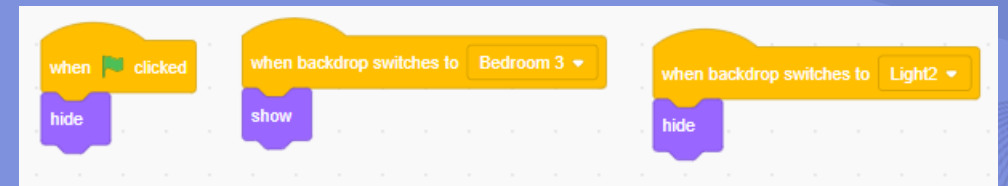


Step 3

Looking at the 'Pea' sprite

This sprite is needed after the 'Princess' sprite wakes up (the Pea is part of the background image before this).

This means that until the backdrop is changed to a 'clear' bedroom the Pea shouldn't be seen. It should then be in the Princess' hand until the backdrop changes again.

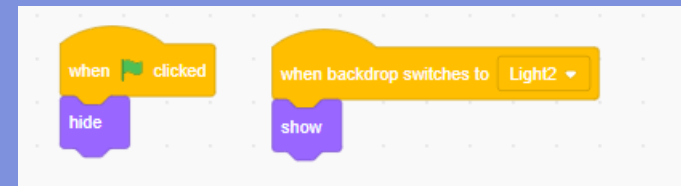


Step 4

Looking at the 'End' sprite

This sprite isn't needed until the very end of the program, therefore it stays hidden when the green flag is clicked.

It is only when the backdrop changes to 'Light2' that the text shows up.



The Princess sprite

All of the code will now be inside the princess sprite, which you will be coding.



Step 5

Changing the backdrop

When the green flag is clicked the 'princess' sprite is hidden so that the title screen with the backdrop 'Light' can play for 5 seconds.

The backdrop is then switched to Castle 2 ready for the rest of the story to commence.

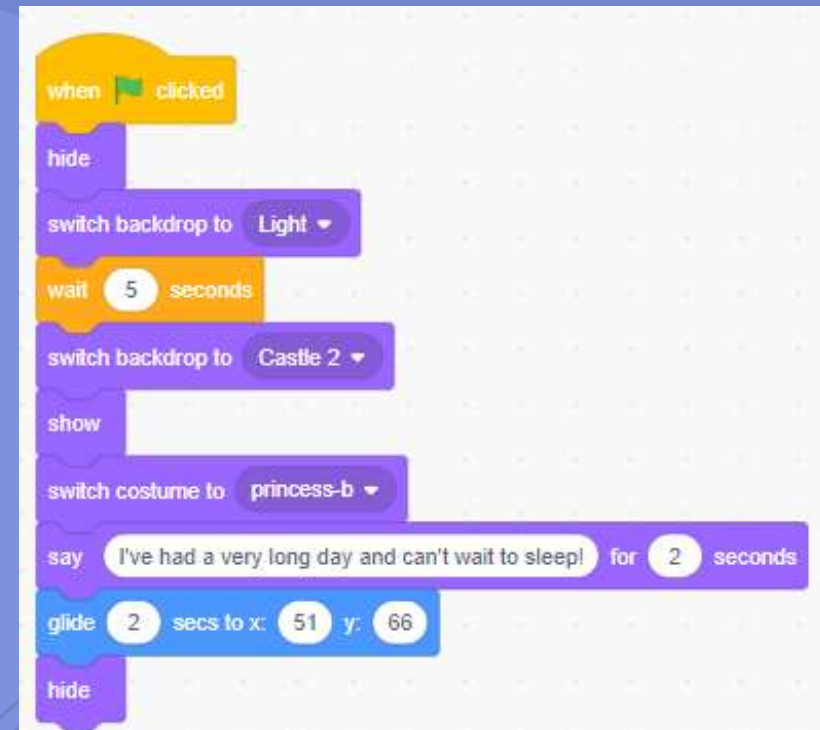


Step 6

The Princess getting to the castle

Once the backdrop has changed the Princess sprite is shown (in costume-b) and the speech is shown.

The sprite then glides up the path toward the direction of the castle, the Princess sprite is then hidden again.

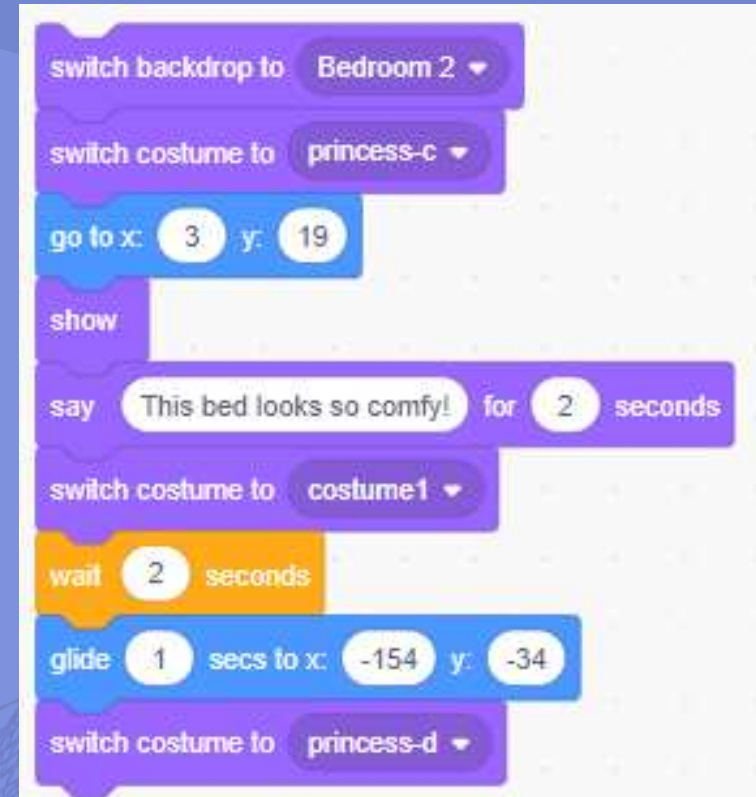


Step 7

The Princess sleeping on the Pea

The backdrop then switches to the bedroom and the princess' costume changes and shows up at the specific coordinate.

The speech is then displayed with the costume changed again so that it looks like the Princess is sleeping. The wait block is then put in so that the text from the sprite 'Text2' can be displayed, before having the Princess move to a new location before switching movement again.

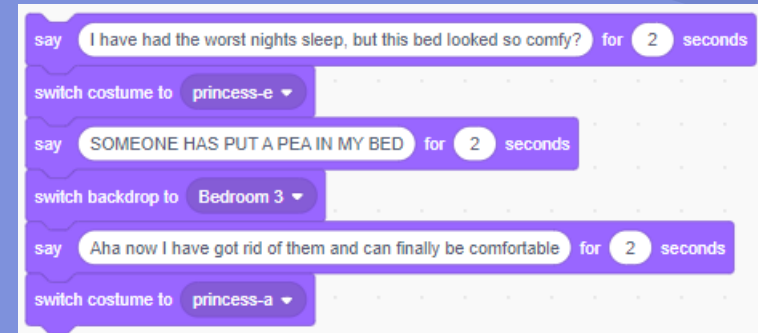


Step 8

Switching body language

Now the Princess is in a more confused costume and it changes between each speech dialogue that has been displayed.

As well as the position of the Princess' body moving the backdrop also changes, however it should look almost identical to the previous bedroom backdrop – only without the pea!

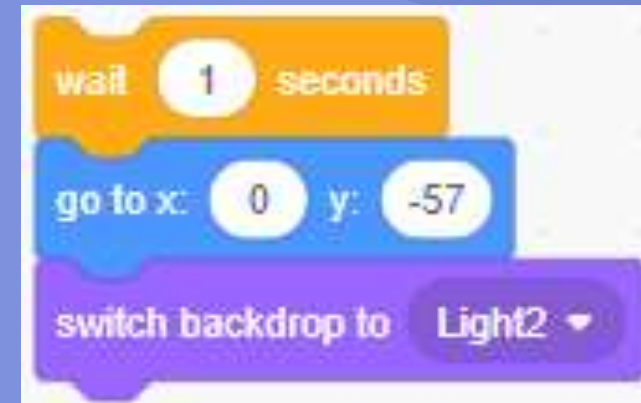


Step 9

The end

The Princess now moves into the middle of the screen and the backdrop makes its final switch.

The switch to Light2 means that the 'End' sprite then shows up above the Princess, and the story ends.



Class Task

Now that you have coded the bedtime story for 'The Princess and the Pea', try using this code to create your very own fantasy tale.

You could change the backdrops so that you and under the sea or in space, and you can change the sprites into any character you prefer.

