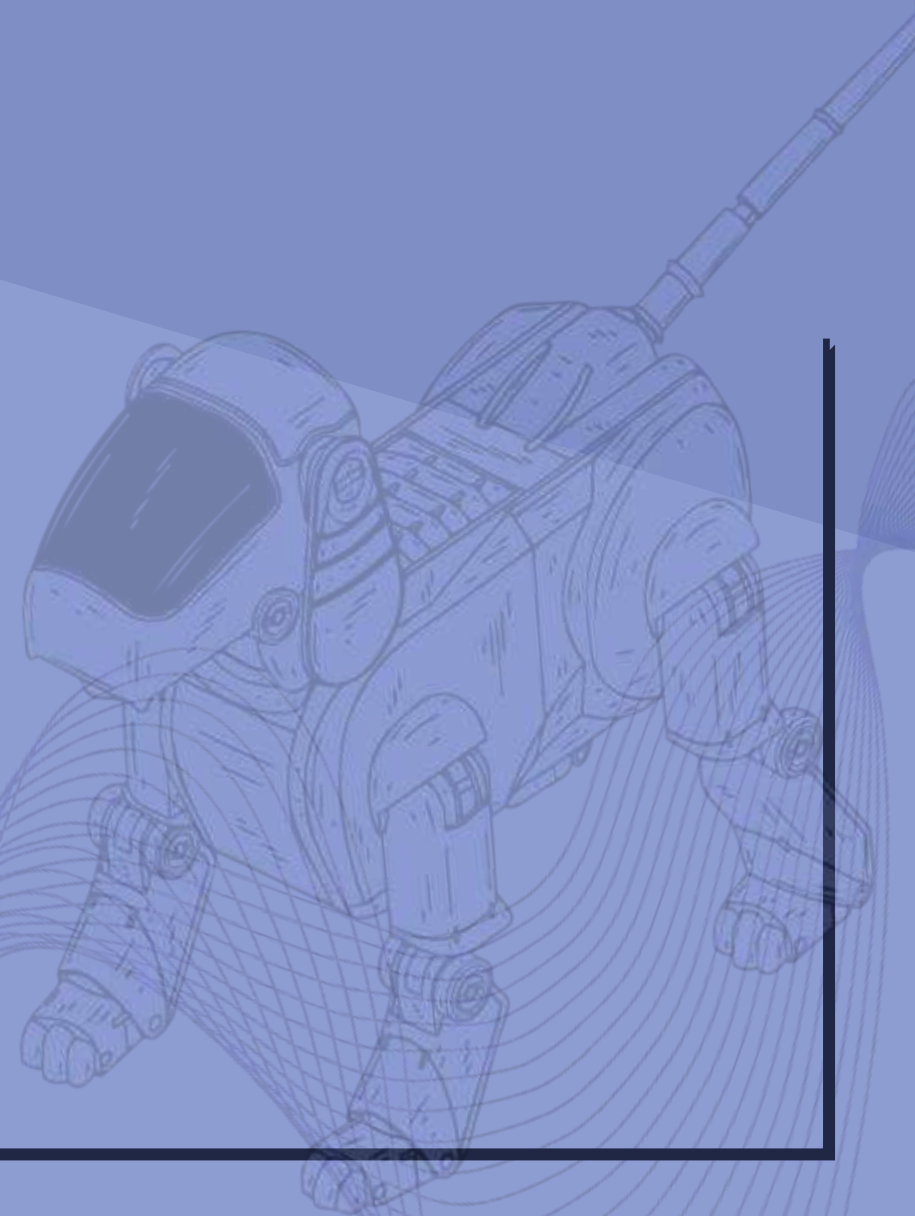


Process

- Your code should let the user change the colour of the pencil depending on what colour they choose from the selection and also erase if they choose the button on the bottom.
- As soon as the space bar is clicked the whole screen should erase leaving a blank board.

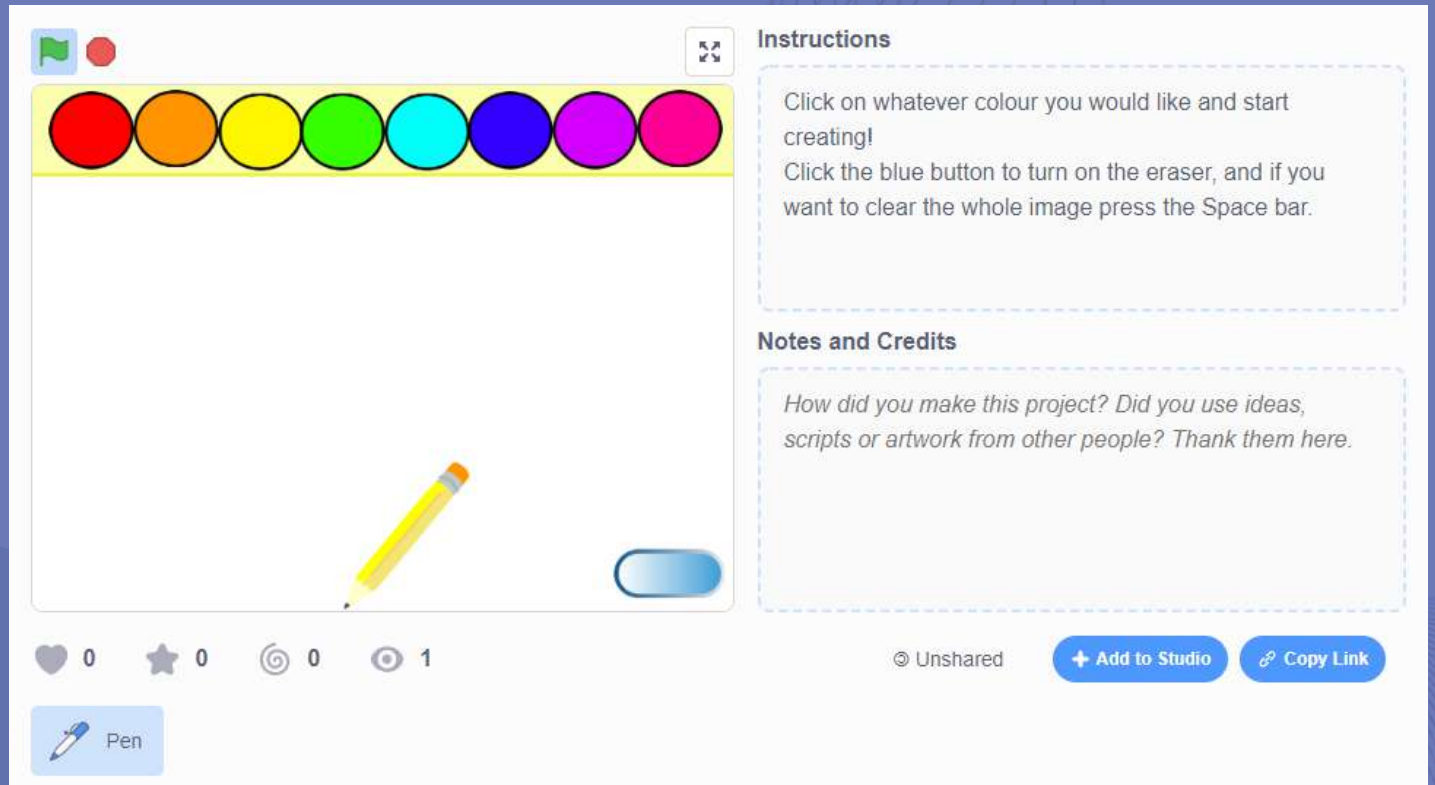


Template

Paint Programme Template on Scratch (mit.edu)

Click REMIX to get started with the project.

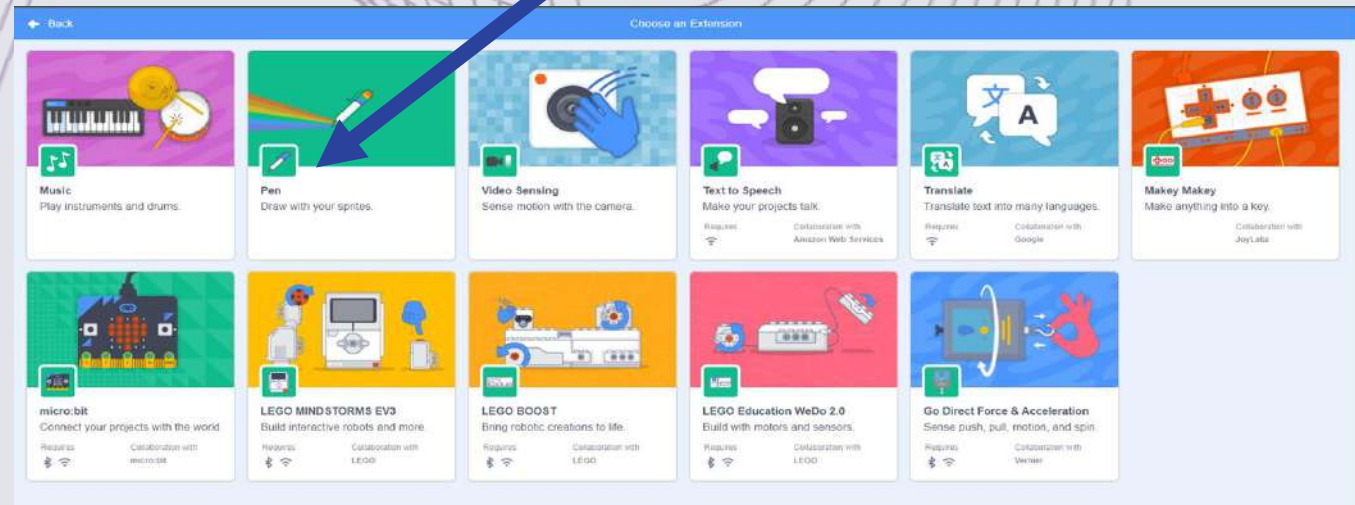
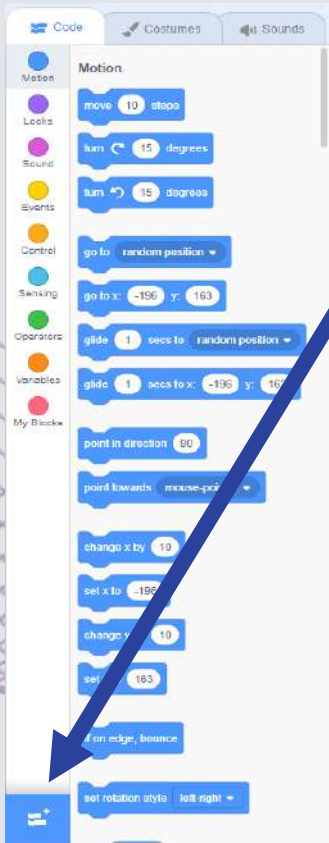
By the end of your project, your code should look like this! (Use this if you get stuck)



Before we start...

Before starting to make the paint programme itself, we have to add an extension to the scratch programme.

Press the button at the bottom of the coding menu. Once that has been pressed another screen showing all of the potential extensions pops up. Click the option that says 'Pen'.



Step 1

Coding the pencil sprite

As soon as the green flag is clicked, any old drawings will be erased.

A forever loop is then joined with the blocks 'go to front layer' and 'go to mouse-pointer'. The 'front layer' block places a sprite in the frontmost layer. The 'mouse-pointer' block sets the coordinates of the pencil sprite to follow the mouse around the screen

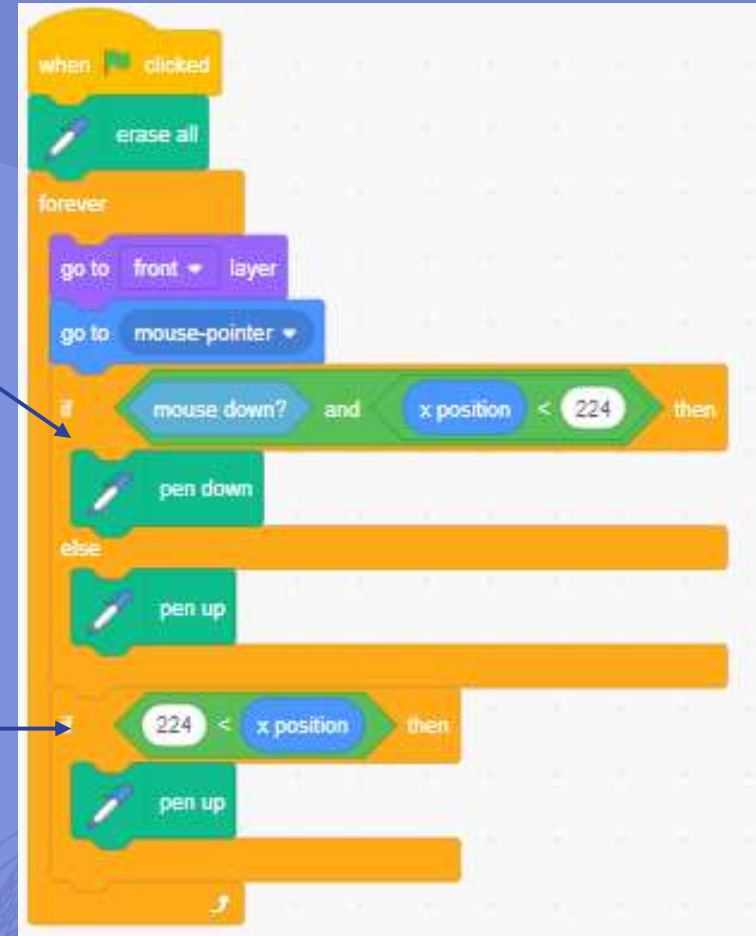


Step 2

Coding the pencil sprite pt2

An IF THEN ELSE block is then used to check that the pen can be used within certain coordinates on the x-axis. If the pen goes outside these coordinates then the pen won't draw but instead stay up.

An IF block is used to make sure the pen stays up so that the pencil will only draw when we click down.



Step 3

Coding the Fullscreen erase

When the space bar is clicked any trace of pen is erased so the board is blank.

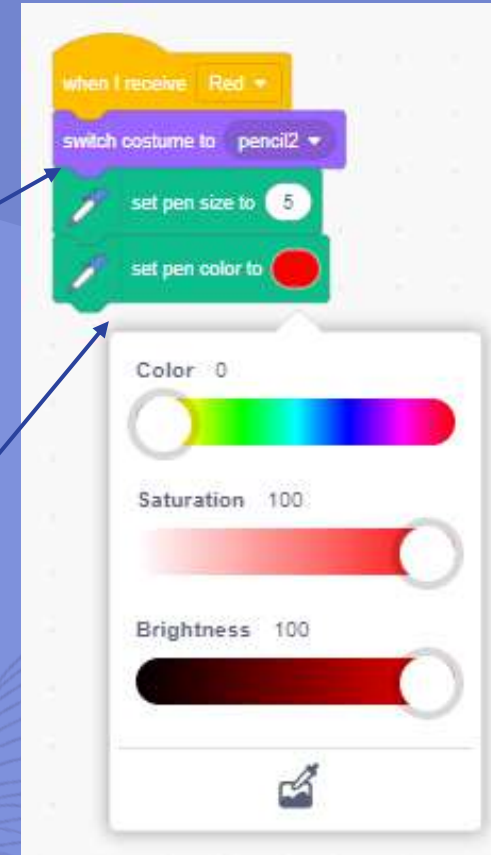


Step 4

Coding 'red'.

When the red paint pot is picked the costume is switched so that the pencil has the lead and is facing the board.

The pen size is then set to a thickness of 5 and the colour is as follows.

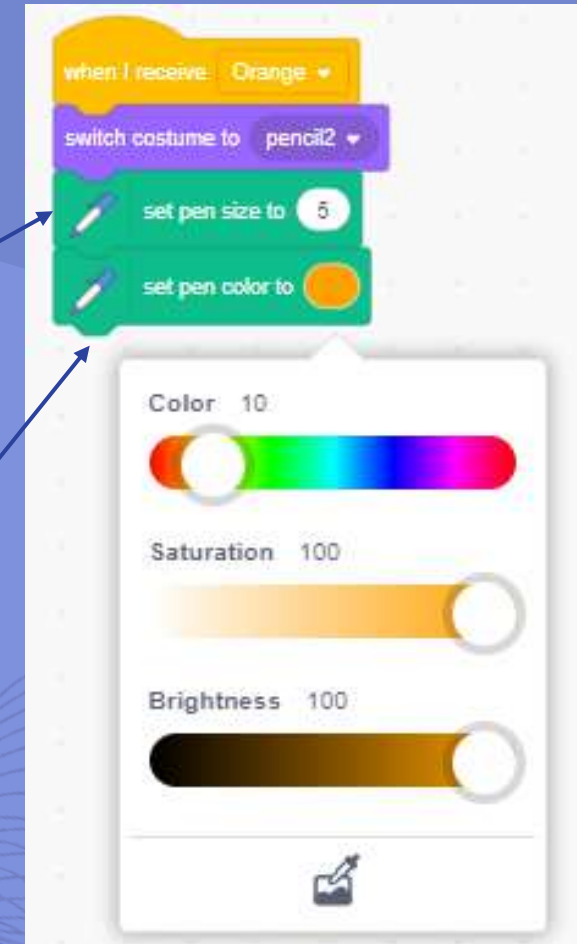


Step 5

Coding 'orange'.

When the orange paint pot is picked the costume is switched so that the pencil has the lead and is facing the board.

The pen size is then set to a thickness of 5 and the colour is as follows.

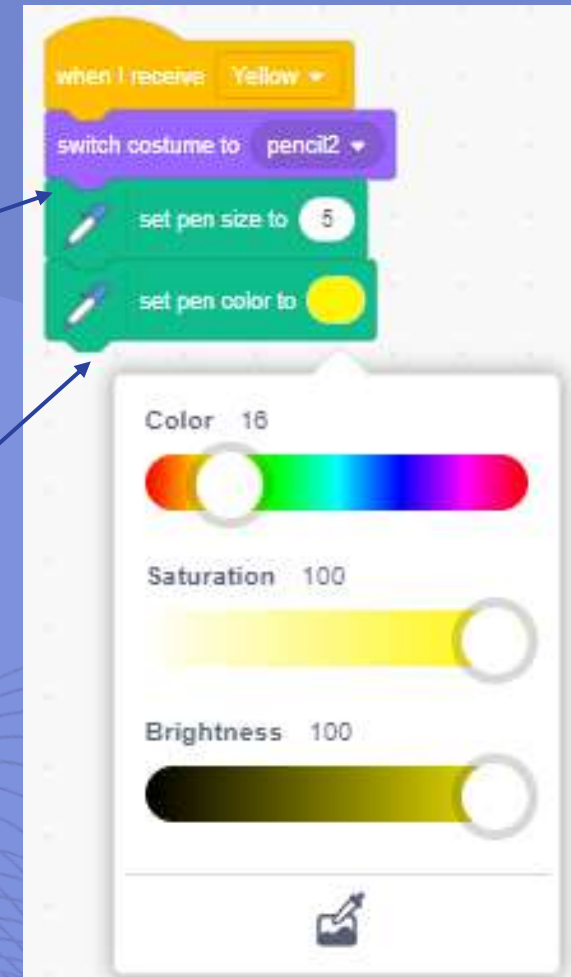


Step 6

Coding 'yellow'.

When the yellow paint pot is picked the costume is switched so that the pencil has the lead and is facing the board.

The pen size is then set to a thickness of 5 and the colour is as follows.

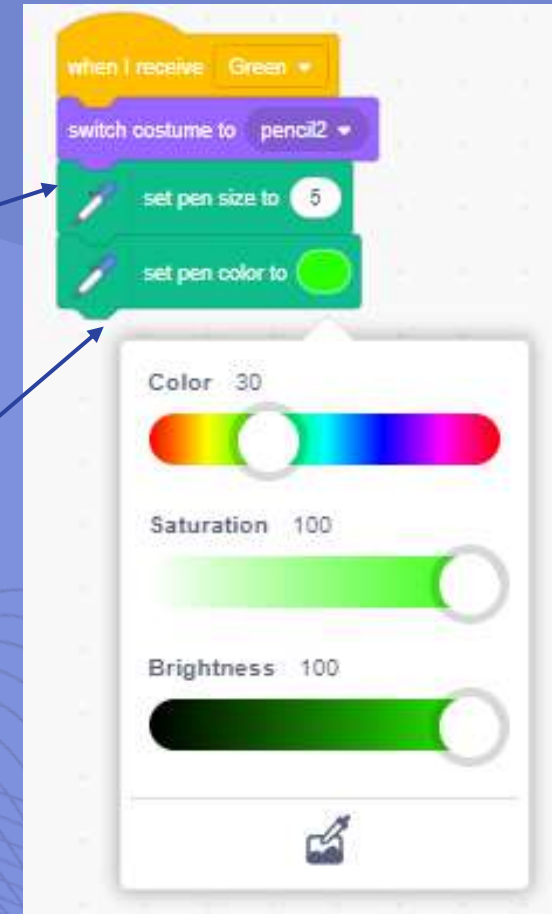


Step 7

Coding 'green'.

When the green paint pot is picked the costume is switched so that the pencil has the lead and is facing the board.

The pen size is then set to a thickness of 5 and the colour is as follows.

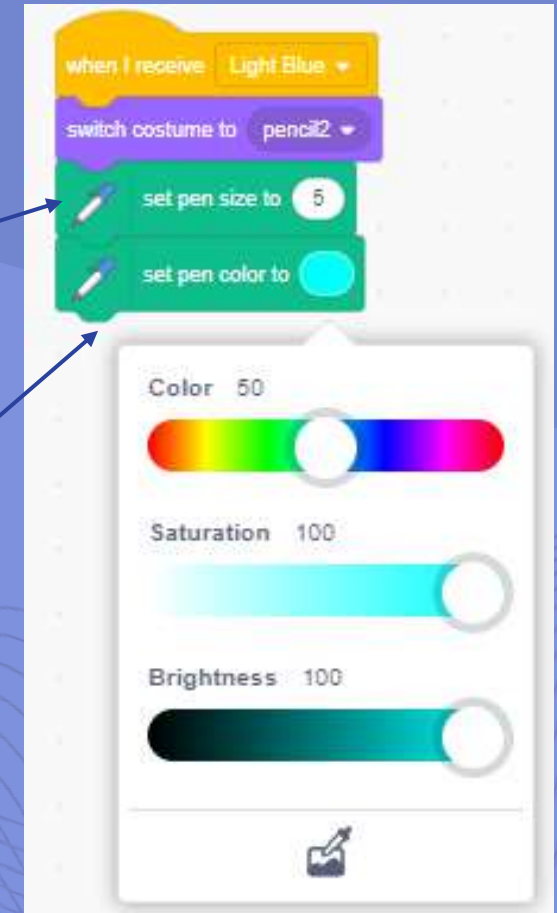


Step 8

Coding 'light blue'.

When the light blue paint pot is picked the costume is switched so that the pencil has the lead and is facing the board.

The pen size is then set to a thickness of 5 and the colour is as follows.

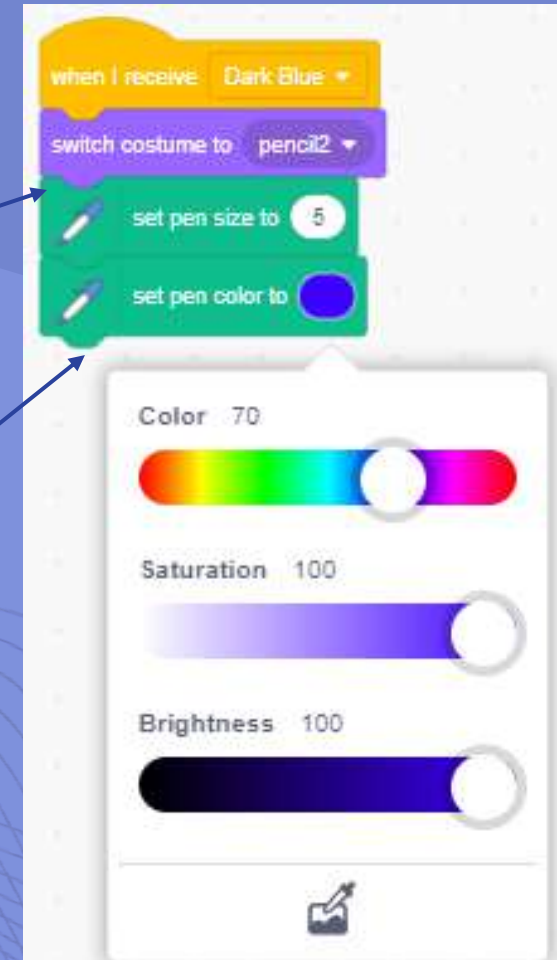


Step 9

Coding 'dark blue'.

When the dark blue paint pot is picked the costume is switched so that the pencil has the lead and is facing the board.

The pen size is then set to a thickness of 5 and the colour is as follows.

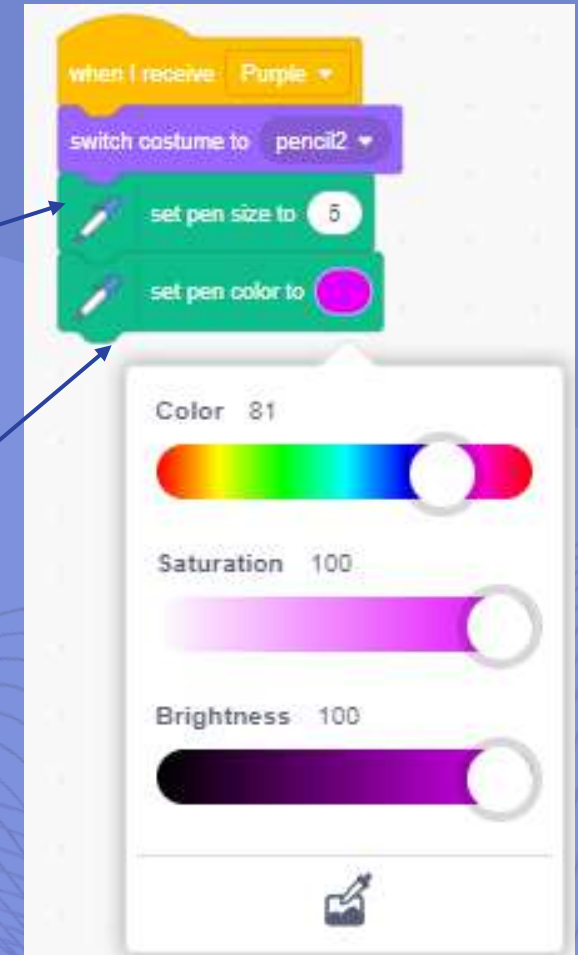


Step 10

Coding 'purple'.

When the purple paint pot is picked the costume is switched so that the pencil has the lead and is facing the board.

The pen size is then set to a thickness of 5 and the colour is as follows.



Step 11

Coding 'pink'.

When the pink paint pot is picked the costume is switched so that the pencil has the lead and is facing the board.

The pen size is then set to a thickness of 5 and the colour is as follows.

