

# TEXTAPALOOZA

**objective:** creates a multilayer image from words of different colors that you can control by click



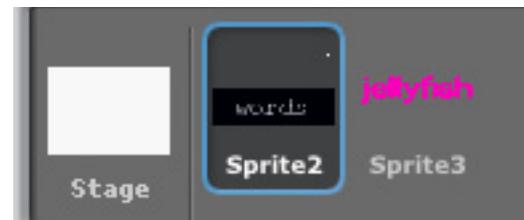
## Behind the Scenes:

**stage:** white, no background, no script

**sprite 2\*:** using the “paint new sprite” option, create a sprite that is composed of a black rectangle and the text “words” in white. this will be the sprite you click to change the font layers.

**sprite 3:** using the “paint new sprite” option, create a sprite with the font tool with any word, “jellyfish” in pink is shown here. five costumes will be generated for sprite3

\*\*there is no sprite 1 in this tutorial, apologies!



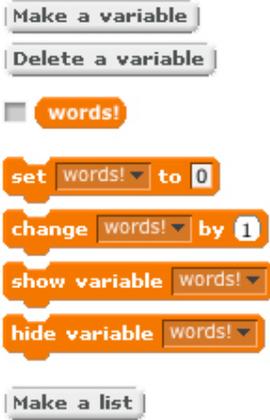
## Costumes:

create as many costume layers as you see fit. select big bold words for each of your costumes, preferably a noticeably different color for each (“happiness, jellyfish, hamburgers, music, and laughter” used in this example)

it would be easier to name your costumes the number they actually are, there was some problems with numbering shown right



## Create a Variable:



create a variable named "word" it will be used to keep track of the many costume changes

## Sprite 2\*\*:



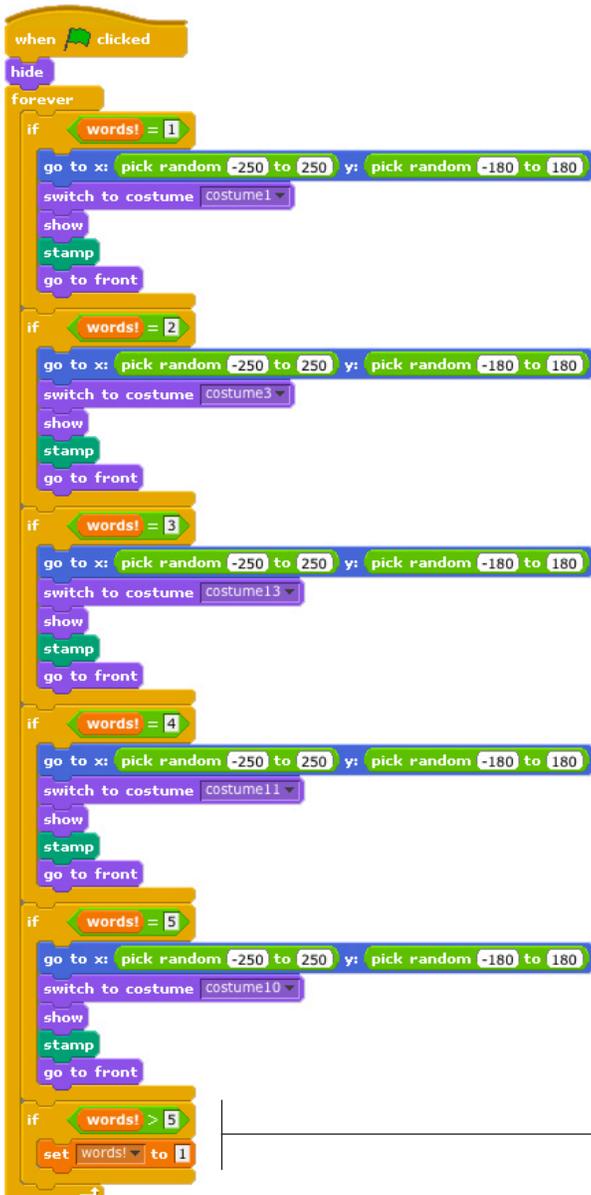
sets variable to 0 and hides the variable box



let's variable increase by increments of 1 with each click



## Sprite 3\*\*:



when the variable is equal to 1, costume1 will be printed repeatedly on the screen in random areas

when the variable is equal to 2, costume3 will be printed repeatedly on the screen in random areas

when the variable is equal to 3, costume13 will be printed repeatedly on the screen in random areas

when the variable is equal to 4, costume11 will be printed repeatedly on the screen in random areas

when the variable is equal to 5, costume10 will be printed repeatedly on the screen in random areas

this allows the script to cycle because it resets the variable back to 1 once it reaches 5 because there are only five costumes