# 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:**

appiness

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:**

Sp	rite	2**	

Make a variable Delete a variable		when 🎮 clicked	
set words! to 0	create a variable named "word" it will be used to keep track of the	hide variable words!	to 0 and hides the variable box
show variable words! •	many costume changes	when Sprite2 clicked change words!  by 1	let's variable increase by increments of 1 with each
Make a list		when space key pressed	CIICK

## Sprite 3\*\*:

when 🦰 clicked	
hide	
forever	
if words! = 1	
go to x: pick random -250 to 250 y: pick random -180 to 180	when the variable is equal to 1, costume1 will be printed
switch to costume costume1	repeatedly on the screen in random areas
stamp	
go to front	
if worder D	
go to x: pick random -250 to (250) 9: pick random -180 to 180	when the variable is equal to 2_, costume3 will be printed
show	repeatedly on the screen in random areas
stamp	
go to front	
if words! = 3	
go to x: pick random -250 to 250 y: pick random -180 to 180	
switch to costume costume13 v	when the variable is equal to 3, costume 13 will be printed
show	repeatedly on the screen in random areas
a to front	
if words! = 4	
go to x: pick random -250 to 250 y: pick random -180 to 180	when the variable is equal to 4, costume11 will be printed
show	repeatedly on the screen in random areas
stamp	
go to front	
if words! = 3	
go to xi pick random -250 to 250 v; pick random -180 to 180	
switch to costume costume10 v	when the variable is equal to 5, costume10 will be printed
show	repeatedly on the screen in random areas
stamp	
go to front	
if words! > 5	this allows the script to cycle because it resets the
set words! to 1	only five costumes
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