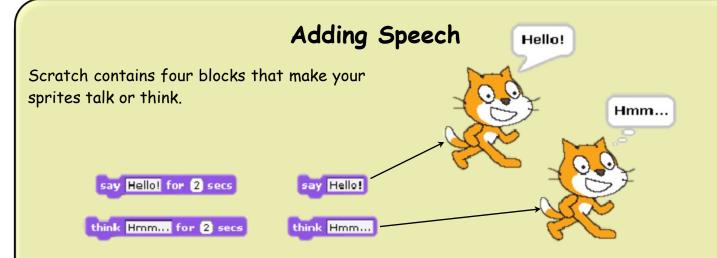
Intermediate Game Production



Adding Speech

By the end of each task I should know how to...

- Task 1 make a message appear on the screen when two sprites touch each other.
- Task 2 use the pick random and if blocks to make a sprite say random messages.



Notice that there are two versions of the *say* and *think* blocks. One puts the message up for a set amount of time and the other will put the message up until it is replaced by another message or the sprite is hidden.

By combining a few blocks we can generate random messages.

```
First create a variable to store a number.

Set Speech | to pck random 1 to 2

Set the variable to a random number.

Speech = 1

think There's that stupid shark, for 2 secs

Depending which number is selected a 
different message appears.

think Catch me if you can! for 2 secs
```

You should attempt **all** of the tasks below **in order**. Remember - these tasks are designed to make you solve problems yourself. Do not look at the solutions unless you absolutely have to!

- Task 1 Use the say block to make the shark say "Chomp", for half a second, when he catches the fish.
- Task 2 Make the fish say a random message, taunting the shark every time it changes direction. There should be five different messages.



Adding Speech (solutions)

Task 1

Choosing the correct block in this task is fairly simple.

Say Chomp for 0.5 secs

Click on the shark sprite.

To get the shark to speak at the right time it's important to put the block in the correct place.

```
for ever

glide 1 secs to x: mouse x y: mouse y

if touching Sprite2 ?

The say should go inside the if block so
that the block is used only when the
switch to costume shark1-a *

say Chomp for 0.5 secs
switch to costume shark1-b *
```

Note that the say will cause the shark to stop for half a second so there is no need to have the wait 1 secs block as well.

Task 2

First create a new variable called Taunts.



Click on the Fish sprite.

Then use the set and pick random block to store a number between 1 and 5. set Taunts to pick random 1 to 5

You will now need to create 5 *if* blocks, one for each message.

```
if Taunts = 1

say You're just a goldfish with big teeth!
```

Finally, add all the blocks under the block where the fish changes direction.

Make sure the *if* blocks are below each other and not inside each other!

```
when clicked

go to x: 0 y: 0

forever

turn pick random 1 to 359 degrees

tet Taunts to pick random 1 to 5

if Taunts = 1

say You're just a goldfish with big teeth!

if Taunts = 2

say I'm too fast for you!

if Taunts = 3

say Beat it big nose!

if Taunts = 4

say If you move any slower you'll stop!

if Taunts = 5

say Helio!

repeat 100

move 2 steps

if on edge, bounce
```