

Intermediate Game Production

using Scratch 1.4

Adding Speech

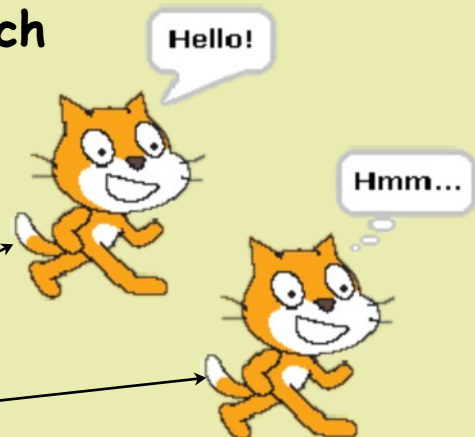
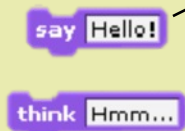
By the end of each task I should know how to...


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.

Adding Speech

Scratch contains four blocks that make your sprites talk or think.



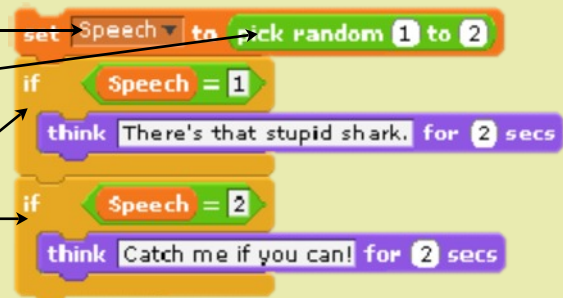
Notice that there are two versions of the *say* and *think* blocks. One puts the message up for a set amount of time and the other will put the message up until it is replaced by another message or the sprite is hidden. 

By combining a few blocks we can generate random messages.

First create a variable to store a number.

Set the variable to a random number.

Depending which number is selected a different message appears.



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)

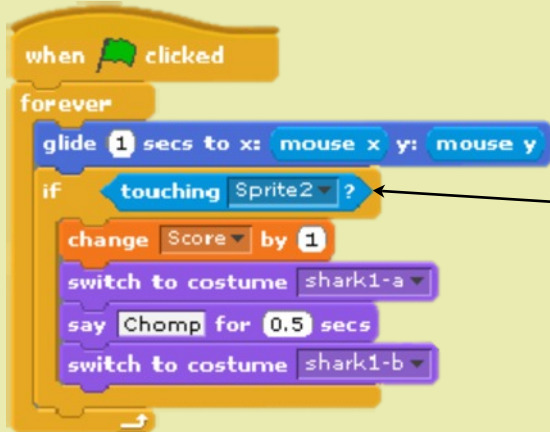
Task 1

Choosing the correct block in this task is fairly simple.




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.

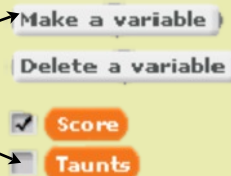


The *say* should go inside the *if* block so that the block is used only when the shark touches the fish.

Note that the *say* will cause the shark to stop for half a second so there is no need to have the  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.



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



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!