

DAY 2. 2nd Project „Tell Your Story“

During this session you will complete 1 practical task, during which:

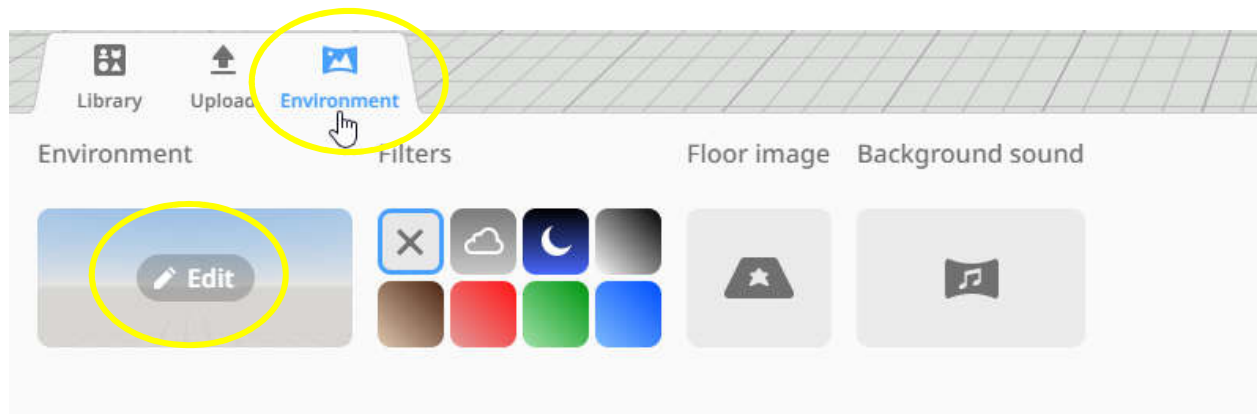
- You will remember the steps learned during our first meeting: how to create a project, upload actors, etc.
- You will get acquainted with the concept of algorithm.
- You will learn to program a dialogue between two actors.

Task 1. Dialog of two actors

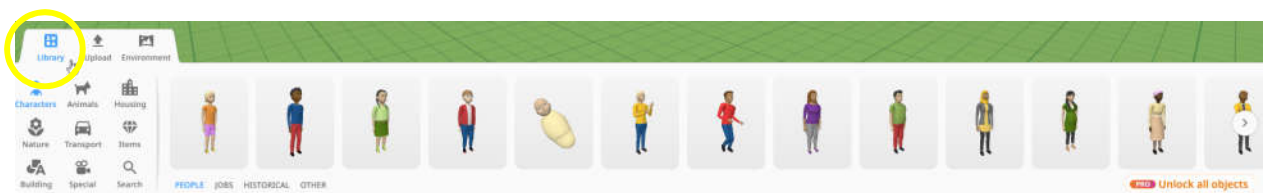
Create a dialogue between two characters, with at least 5 sentences for each character.

Step 1. Sign with CoSpace account and create a project.

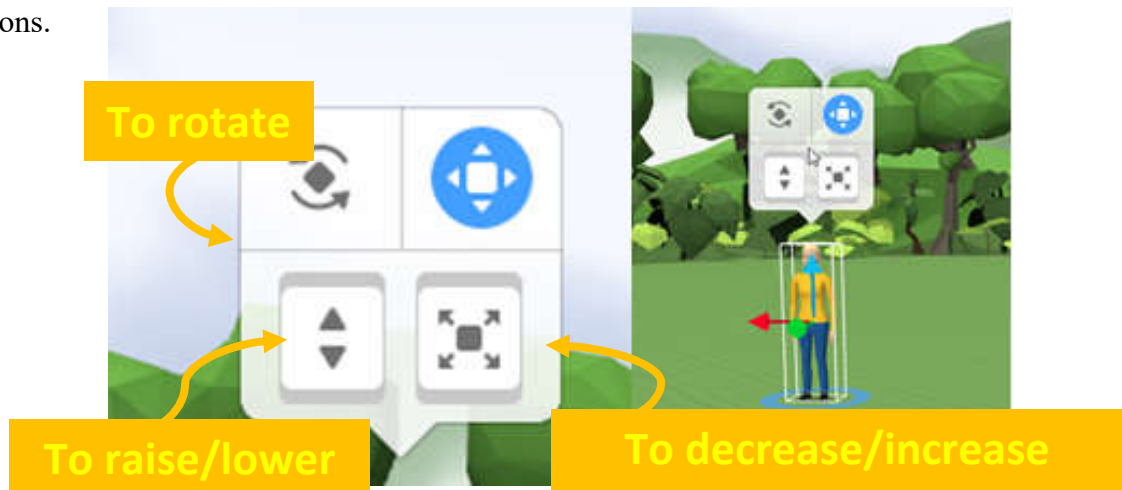
Step 2. At the bottom, click the "Environment" button, then click the "Edit" button and select the background you like.



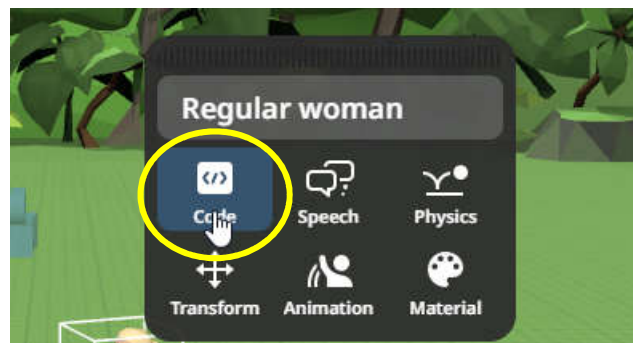
Step 3. At the bottom, click on the "Library" button and select 2 characters you like from the library. Click on them and drag to the window at the top, into your virtual environment.



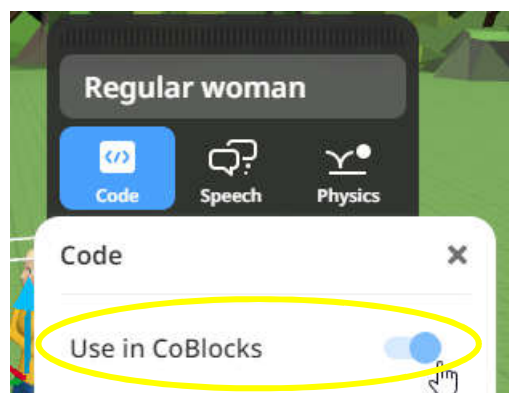
Step 4. You can adjust your character: rotate, raise/lower, decrease or increase. Try these functions.



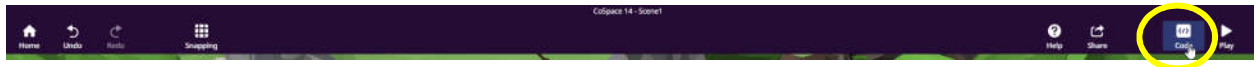
Step 5. Enable programming features for your uploaded characters. Right-click on the character, select the "Code" button.



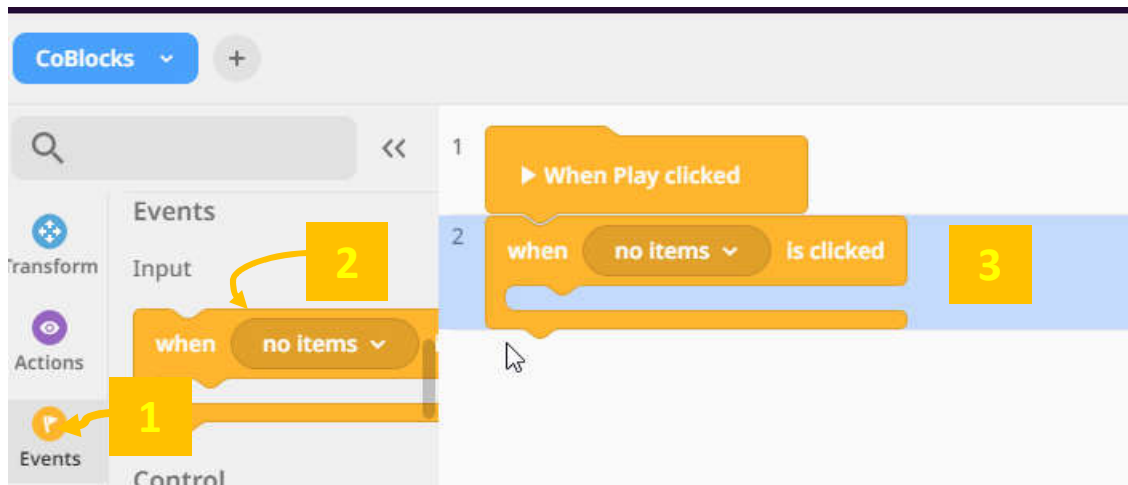
Step 6. After selecting the "Code" button, click on "Use in CoBlocks".



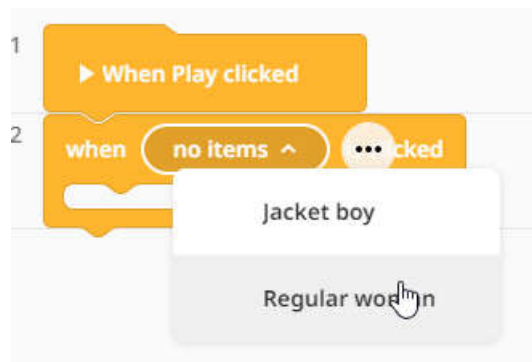
Step 7. Click the „Code“ button in the top right corner of the window.



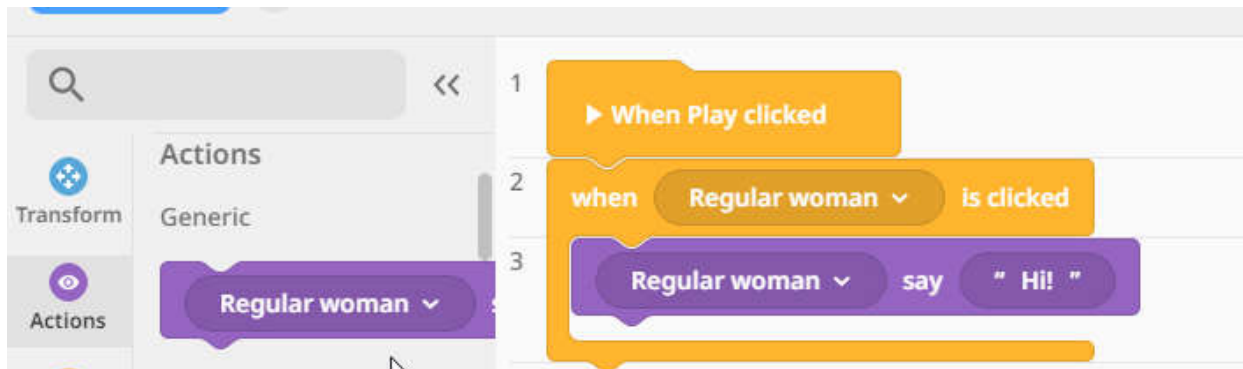
Step 8. Select the "Events" section and find the "When (no items) is clicked" block, which we place next to the "When play clicked" block.



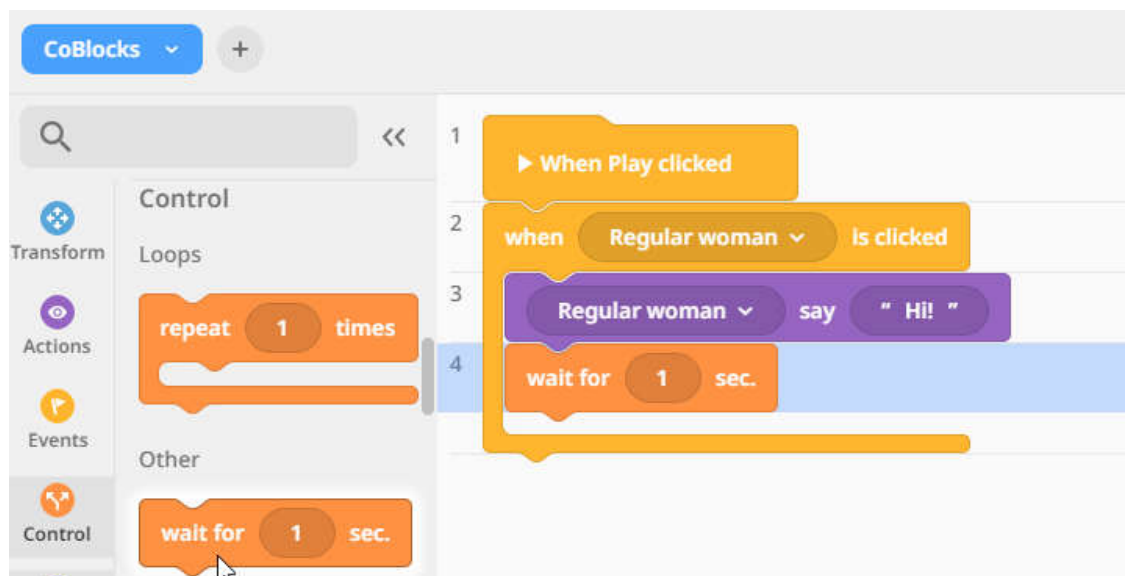
Step 9. Select the character in the "When (no items) is clicked" block.



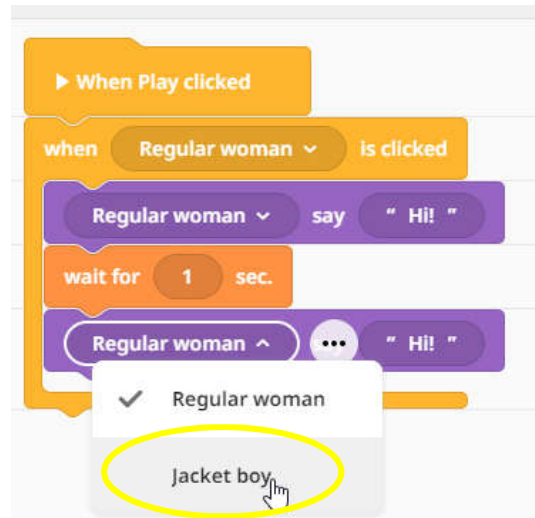
Step 10. Select the "Actions" section and insert the "Say (Hi!)" block. Instead of the "hi" text write your desired text - the first sentence of the dialog, greeting, etc.



Step 11. Select the "Control" section and insert the "Wait for (1) sec." Block. Set the number of seconds as long as our character speaks.



Step 12. Take the „Say“ block again, just select another character and write for this character a text, which he/she will say.



Step 13. Complete the dialogue between the two actors using the „Say“ and „Wait“ blocks, try your project („Play“ button) and share the project link.