Playing Sounds

In this Activity, We make a barking dog animation where when the spacebar is pressed, dog barks and go to a random location on the stage.

COMPONENTS REQUIRED
evive, USB cable, Laptop/PC

NAME . . . .
CLASS & SECTION . . . .

1. Choose a backdrop

2. Choose a Sprite

3. Set the Starting Point

when 🏳 clicked
go to x: -110 y: -70
switch costume to dog1-a ▼

4. Play sound

switch costume to dog1-b ▼
play sound dog1 ▼ until done

5. Glide Randomly

switch costume to dog1-b ▼
play sound dog1 ▼ until done
glide 1 secs to random position ▼
switch costume to dog1-a ▼

6. Sense the Spacebar

when space ▼ key pressed
switch costume to dog1-b ▼
play sound dog1 ▼ until done
glide 1 secs to random position ▼
switch costume to dog1-a ▼

CHALLANGE What is the purpose behind switching the costume of the dog sprite?

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