

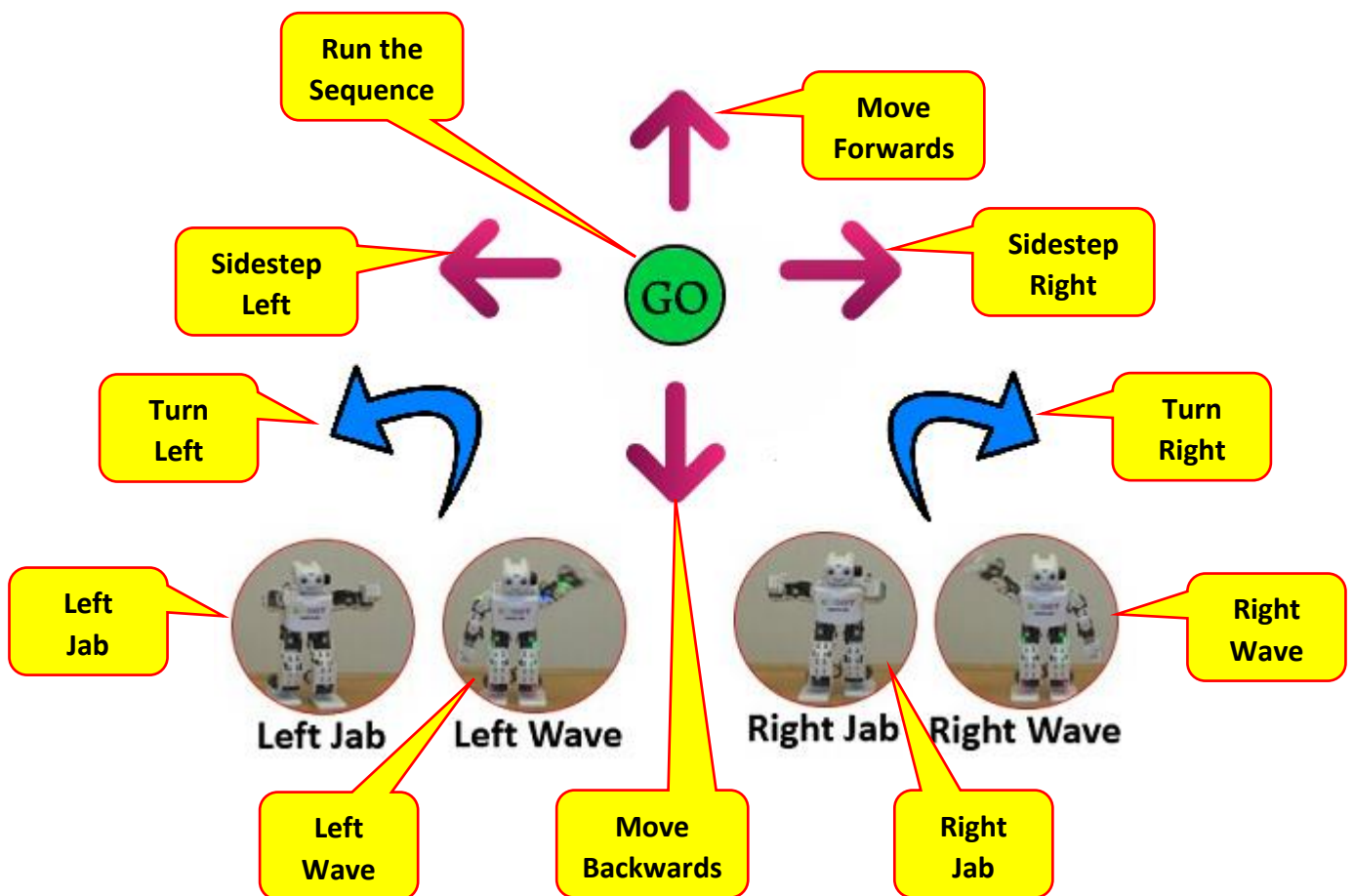
Direct Edbot

using a list of motions

All motions in Edbot are associated with a unique number. You're going to create a program which will create a list of these numbers, which you can then play back to make Edbot to perform a sequence of motions.

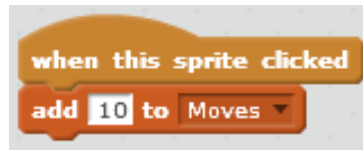
Step 1: Open the file called *L4_DanceList.sb2*

This will open a program containing the sprites shown below. In step 3 you are going to write script which, when a user clicks on a particular sprite, will save the motions/commands in the speech bubbles to a list:



Step 2: Make a list called "Moves". Whilst you are practising you may want the list visible on the screen but in the final version of your program you will want it hidden so that it is not hiding any of the sprites.

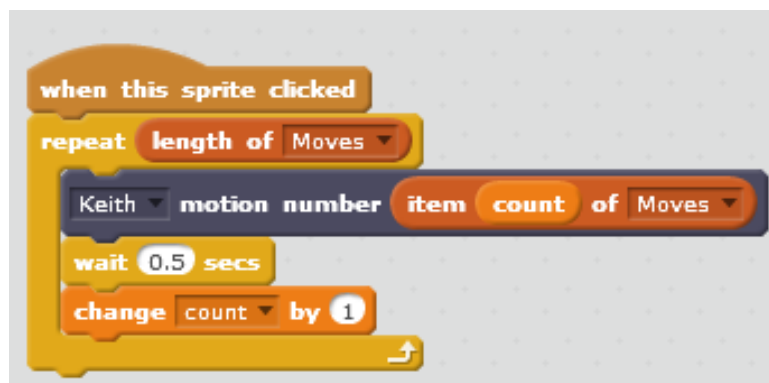
Step 3: Add the correct script to each of the sprites (except the Go sprite). The script should look like this:



Make sure each sprite includes the correct number for the motion you want it to store. Remember each motion has its own unique number and these are as follows:

Motion	Number
Left Jab	10
Left Wave	14
Right Jab	7
Right Wave	13
Move Forwards	19
Move Backwards	20
Sidestep Left	18
Sidestep Right	17
Turn Left	16
Turn Right	15

Step 4: Now set up what happens when the Go sprite is clicked. Here we will be using a variable called count which will keep track of our position in the list as Edbot follows the commands. We would like Edbot to perform each command with a half second pause between each. We will be repeating this until we reach the end of the list. The script is as follows:



Step 5: Finally, we need to set up what happens when the program is first started. You should include the following script. This block of code can be stored on any sprite or even the stage.



Now you are ready to test your program. Make sure you save it first!