

Create An Interactive Story

Objective:

Students will create an interactive story with characters, dialogue, and choices.

1. Plan the Story

Think of a Simple Storyline:

- Who are the main characters?
- Where does the story take place?
- What problem does the character face?
- What choices will the audience make, and how will they affect the story?

Example: A lost dog is trying to find its way home. The choices in the story will help users decide which path it takes to get home. The dog must choose between two paths: a forest or a city street. Depending on the choice, the story unfolds differently.

2. Set Up the Stage

- Choose a background to match the story's setting:
 - A forest, a park, or a city street.
 - Use multiple backdrops throughout the story to show different scenes that match the choices that are being made when a question is asked.

3. Add Characters

- Add characters for the story.

You must have at least three main characters that stay consistent throughout the story.

Example: The lost dog, a helpful bird, and a mischievous cat.

4. Create the Code for the Story

Start the Story:

- Use the "**When Green Flag clicked**" block to begin.
- Switch backdrop to "Start Scene" (Whatever your start scene is.)
- Go to x: 0 y: -100 (Set the location where your character will start.)
- Display an opening message.

Example: Say "Hi! I'm lost. Can you help me find my way home?" for 3 seconds.

Add Interactivity with Choices:

- Use the "**Ask and Wait**" block to let the audience make decisions.

Example:

Ask "Should I go left or right? (Type 'left' or 'right')" and wait

If answer = "left" then

Switch backdrop to Forest

Say "Okay, let's go left!" for 2 seconds

Else If answer = "right" then

Switch backdrop to City Street

Say "Right it is! Let's explore!" for 2 seconds

Create Multiple Story Paths

- Add additional **If/Else** blocks to allow different outcomes based on the choices.
- To make the story interactive have **Ask** and **If/Else** blocks in many places throughout the story.

Example: If the dog meets the bird, the bird gives helpful directions. If the dog meets the cat, it gets tricked into going the wrong way.

5. Add Movement and Sounds

- Use movement blocks to make characters walk between scenes. Use simple move/wait animations or use the glide _ seconds to x:_ y:_ block to create movement.
- Add sound effects to make the story lively. Example: Dog barking, bird chirping, or suspenseful music. (Be purposeful, silly or pointless sounds are not welcome.)

7. End the Story

- Have a conclusion for each path. [Each choice leads the character along a path. Eventually the path followed, because of the choices that were made, leads to the end of the story.] Example: If the dog follows the bird, it eventually finds its way home. If the dog listens to the cat, it ends up getting lost a few times and needs help from the bird to find its way home.

Bonus Features

- **Dialogue:** Use "Say [text]" blocks for character conversations.
- **Costume Changes:** Change costumes to show emotions or actions (e.g., happy dog wagging its tail).
- **Costume Editor:** You may use the costume editor to create or change characters. You must not spend too much time with the costume editor. Your focus should be on your story and your code.
- **Graphic Effects:** You may add graphic effects to add fun elements to your story events. These effects must be used with a purpose. All graphic effects must be cleared after their use, so objects or characters return to normal.
- **Interactive Objects:** Let the user click on objects to reveal secrets or clues.