


## Setting the scene

Starting a project usually involves picking sprites and backdrops. Follow these steps to add the Gobo sprite to the project and to load a suitable backdrop to create a grand setting for Gobo's answers.

- 1 Start a new project. Then get rid of the cat sprite by pressing the delete button at the top right of its icon in the sprites list.

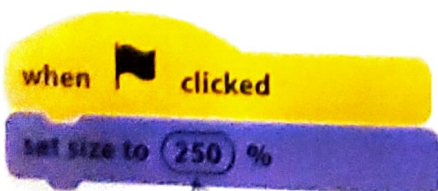


Click here to delete the sprite.


- 2 To load the Gobo sprite, click on the sprite symbol  in the sprites list and search for Gobo. Click on its icon. Gobo will now appear in the sprites list.

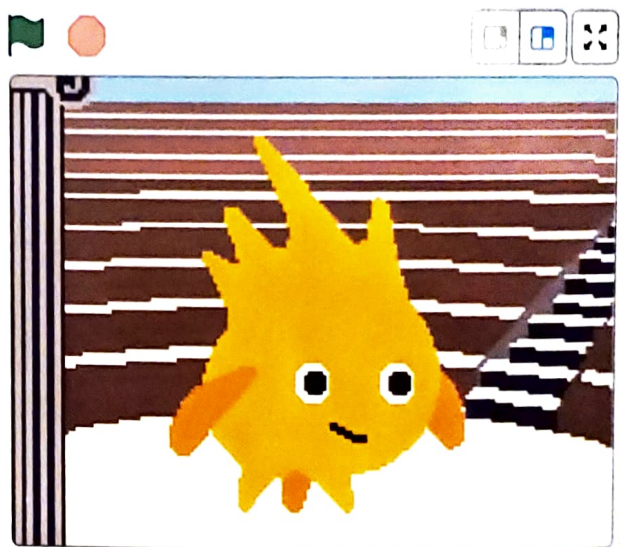


- 3 Gobo's a bit small, so add this code to make it bigger. Run the project and see it grow.

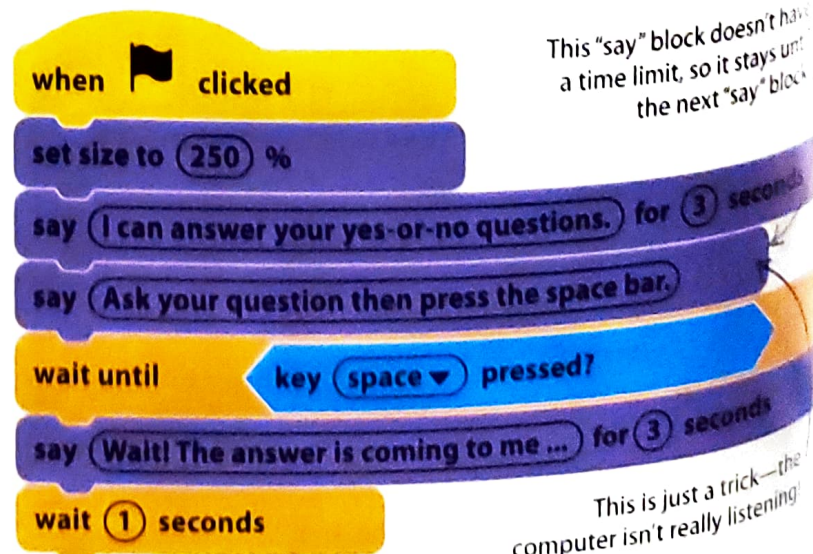


Click in the window and type 250.

- 4 Gobo's answers should be spoken in a serious setting. Click on the backdrop symbol  in the lower-right corner of the Scratch window and load the "Greek Theater" backdrop. Now drag Gobo to the center with your mouse.



- 5 Now add these extra blocks to Gobo's code to make it speak when the project starts. Run the new code, and you'll see that Gobo pauses until you press the space bar. It won't answer yet.



This "say" block doesn't have a time limit, so it stays until the next "say" block.

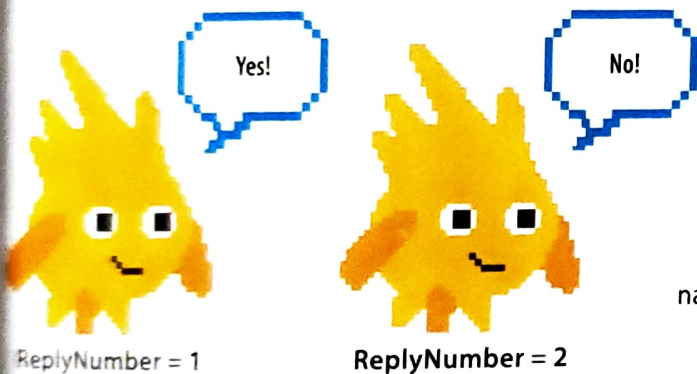
This is just a trick—the computer isn't really listening!

# Making random choices

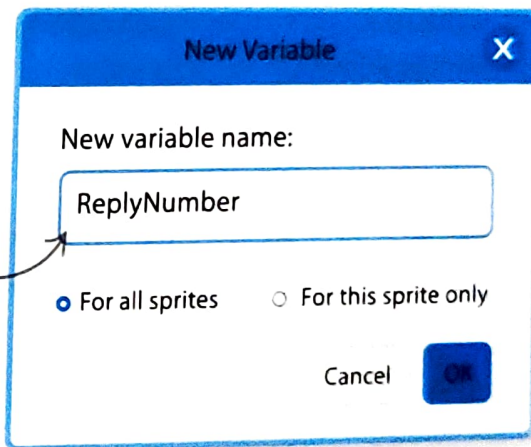
Computers are usually very predictable. Often, with the same code and inputs, you'll get the same outputs, but you don't want that in this project. Gobo's code will mix things up with some random numbers.



**6** You need to add some more blocks to create Gobo's answer. Gobo will reply in one of two ways, numbered 1 and 2.



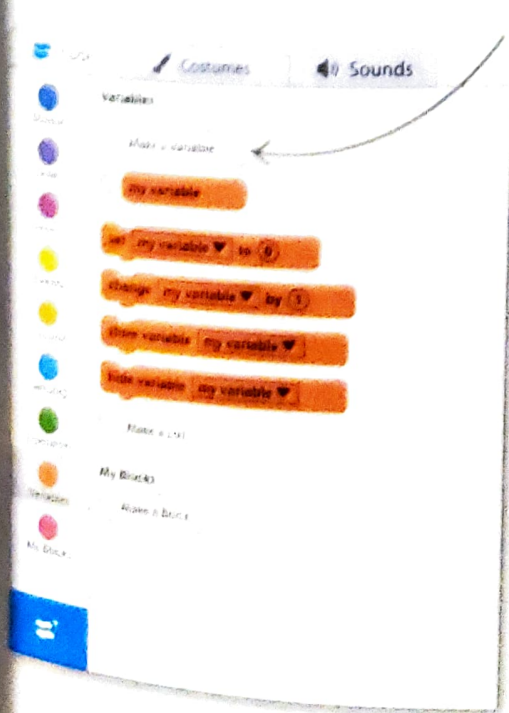
**8** A small window will pop up. Type "ReplyNumber" into the box to name the new variable and click "OK".



Type the variable's name here.

**7** The code will use a variable named "ReplyNumber" to store the number of the reply the program has chosen so it can show the correct message. To make a new variable, choose the orange Variables block at the bottom of the blocks palette, and click on the "Make a Variable" button.

**9** You'll see that a block for your variable now appears in the Variables blocks along with the other blocks.



Click here.

If this check box is selected, the value of the variable is shown on the stage. Leave it checked for now.

This block is used to insert a value into the variable.

