1. Draw and label a diagram of your sprite and what you want it to do. Include it’s response to commands using the language you have learnt about programming to add detail.

3. Explain the changes and/or improvements made to the design?

In this task you will show what you have learned about programming. You will design and create a sprite (character) and create an algorithm to make it respond to commands. Use images/sprites stored in the program library or you draw your own sprite in the program. Try to add more than one command to your sprite.

Decide first what you want your Sprite to do. Will it walk across the page and spin? Will it jump across the page?

Create an algorithm to make your sprite follow your commands. Your sprite could

* Move when you press the arrow keys
* Make a noise when you click the character with the mouse
* Talk when you press a letter on the keyboard
* A command of your own design

Plan your work on this page before you begin work on the computer.

Final Task: Program a sprite to respond to commands

Name:

2. What steps will you take to make your sprite follow your commands?