

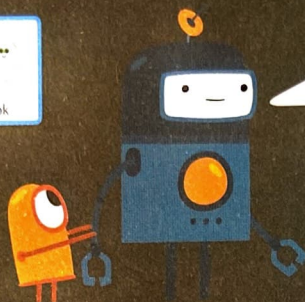


# Boo!

Discover how you can make a sprite look ghostly, appear and disappear, and sneak up on the unwary.

## Make a ghostly sprite.

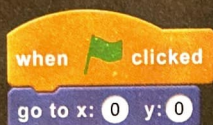
**1** Start a new project, right-click on the cat and delete it. Open the **Sprite Library** and choose a spooky sprite, or go to **Usborne Quicklinks** (see right) for an Usborne sprite.



Usborne Quicklinks has lots of sprites and other stuff you can use. Just go to: [www.usborne.com/quicklinks](http://www.usborne.com/quicklinks) and type in the name of this book.

**2** Take a **green flag** block (from the **Events** menu). Then, add a **go to x y** block (from **Motion**). Set x and y to zero.

Now it's time to make it look ghostly...



This sends the sprite to the middle of the screen.

## Ghost effect

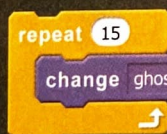
**3** Go to the **Looks** menu, take a **set effect** block and add it below. Choose 'ghost' from the drop-down menu. This will make the sprite look faint and ghostly.



The higher the number, the stronger the effect, up to 100% (completely invisible).



**4** Take a **repeat loop** (from **Control**) and wrap it around a **change effect** block (from **Looks**). Select 'ghost' from the drop-down menu again. Add the loop to the end of your script.



A minus number will reduce the effect – so the sprite slowly becomes more solid.

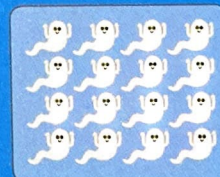


## SPECIAL EFFECTS

Scratch has several different effects you can choose from. Here are a few of them...



**WHIRL** makes a sprite swirl around.



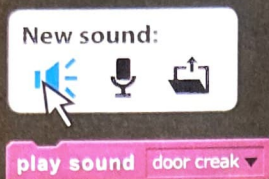
**MOSAIC** creates lots of little copies.



**FISHEYE** makes a sprite swell in the middle.



**5** For a spooky sound effect, go to the **Sounds** tab. Click on the **speaker** button, select a sound and click 'OK'. Then add a **play sound** block (from the **Sound** menu).



Select your sound from the drop-down menu.

MWAHAHA

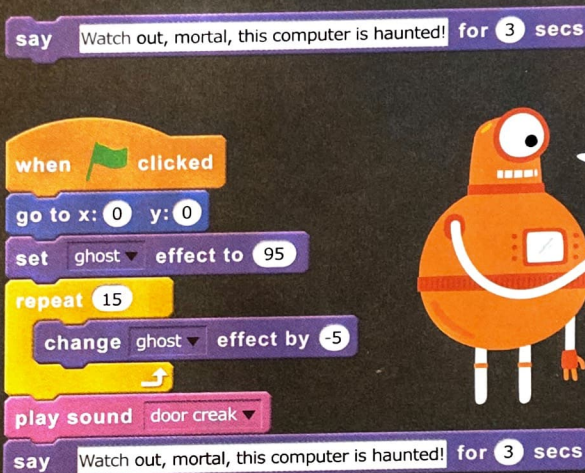
We chose 'door creak', but there are lots of other spooky sounds to try...

- scream male-1
- screech
- laugh male-1
- laugh male-2
- wolf howl

EEEEK

**6** You could add a **think** or **say** block (from **Looks**) to add some dialogue, too.

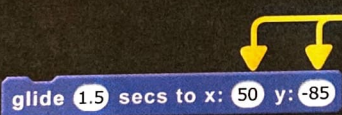
Your code so far should look something like this... Run it and tweak anything you're not happy with.



You could add a spooky backdrop, too. (See page 13 for a reminder of how.)

## On the move

**7** To make the ghost move smoothly, take a **glide** block (from the **Motion** menu). Add it to the bottom of your script.

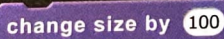


This is how many seconds the glide will take. The bigger the number, the slower the glide.

These are the coordinates where the sprite will stop.



**8** To make the sprite seem to get closer, add a **change size** block (from **Looks**) to the bottom of your script.



MEEP!



The bigger this number, the bigger the sprite gets. (A minus number will shrink it.) When the sprite gets bigger, it seems closer.



**9** You could add more **think** or **say** blocks underneath the **change size** block, to continue the story.

```
change size by 100  
say Weeooooo! for 3 secs
```

## Hide and seek

**10** To make the sprite disappear, add a **hide** block (from **Looks**).

Then add a **wait** block (from **Control**) to make everything pause.

```
hide  
wait 4 secs
```

Wait for it...

The animation will seem to have finished. But there's a surprise in store...

## Surprise!

**11** Add a **go to** block (from **Motion**), to send the sprite to a new spot. Then, go to the **Looks** menu and add a **show** block to reveal it, and a **change size** block to make it suddenly bigger.

```
go to x: 0 y: -150  
show  
change size by 300
```

These coordinates will send the sprite to the middle of the stage, near the bottom.

The bigger the number, the more dramatic the effect.

**12** You could also add a surprising sound effect with **play sound**, then make the sprite say something like 'BOO!' with another **say** block and a **wait** block to pause for effect.

```
play sound scream-male1  
say BOO! for 2 secs  
wait 2 secs
```

You need to select any new sound from the **Sound Library** first.

**13** You could finish by making the sprite disappear (with another **hide** block), or add some more dialogue...

```
say Seriously? You're not even a little bit scared? for 2 secs  
wait 2 secs  
say Tough crowd... for 2 secs
```

BOO!



## Testing

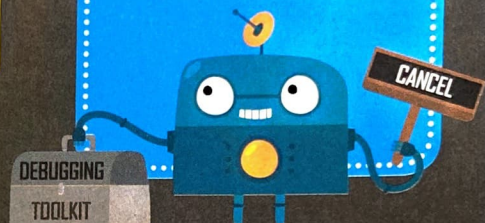
**14** Click on the green flag to run your animation. Try it a few times.

If you run it more than once, the sprite will start at the wrong size. To fix this, you need to insert a **set size** block (from **Looks**) at the start.



Set this to 100% to make sure the sprite starts its normal size.

In Scratch, if you want your animation or game to start the same way each time, you need code at the start of your script to **CANCEL OUT** any instructions you give by the end.



## The finished code

This is the finished code for our version – which you can play by going to **Usborne Quicklinks**.

The whole animation is a single script.

```
when green flag clicked
  set size to 100 %
  go to x: 0 y: 0
  set ghost effect to 95
  repeat 15
    change ghost effect by -5
  play sound door creak
  say Watch out, mortal, this computer is haunted! for 3 secs
  glide 1.5 secs to x: 50 y: -85
  change size by 100
  say Woooooaaaa! for 3 secs
  hide
  wait 4 secs
  go to x: 0 y: -150
  show
  change size by 300
  play sound scream-male1
  say BOO! for 2 secs
  wait 2 secs
  say Seriously? You're not even a little bit scared? for 2 secs
  wait 2 secs
  say Tough crowd... for 2 secs
```



BOO!

You can't get me twice like that.

