

# Virtual Pet Cards



Create an interactive pet that can eat, drink, and play.

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Set of 7 cards

## Introduce Your Pet

Choose a pet and have it say hello.



# Virtual Pet Cards

Use these cards in this order:

1. Introduce Your Pet
2. Animate Your Pet
3. Feed Your Pet
4. Give Your Pet a Drink
5. What Will Your Pet Say?
6. Time to Play
7. How Hungry?

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Set of 7 cards

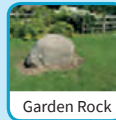
## Introduce Your Pet

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### GET READY



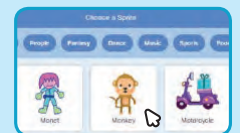
Choose a backdrop, like Garden Rock.



Choose a sprite to be your pet, like Monkey.



Pick a sprite with more than one costume.



Scroll over sprites in the Sprite Library to see their different costumes.

### ADD THIS CODE

Drag your pet to where you want it on the Stage.



```

when green flag clicked
  go to x: -50 y: 60
  say My name is Kiki! for 2 seconds
  
```

Set its position. (Your numbers may be different.)

Type what you want your pet to say.

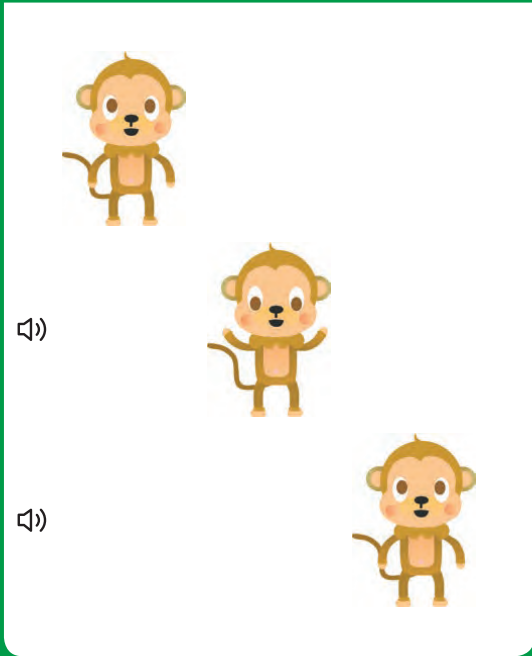
### TRY IT

Click the green flag to start.



# Animate Your Pet

Bring your pet to life.



Virtual Pet

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# Feed Your Pet

Click the food to feed your pet.



Virtual Pet

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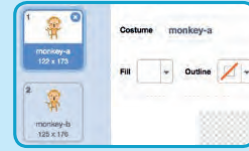


# Animate Your Pet

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## GET READY

**Costumes** Click the **Costumes** tab to see your pet's costumes.



## ADD THIS CODE

**Code** Click the **Code** tab and add this code.



```

when this sprite clicked
  start sound Chee Chee
  repeat 4
    switch costume to monkey-a
    wait 0.2 seconds
    switch costume to monkey-b
    wait 0.2 seconds
  
```

Choose a costume.

Choose a different costume.

## TRY IT

Click your pet.



# Feed Your Pet

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## GET READY

**Sounds**

Click the **Sounds** tab.



Choose a sound from the Sounds Library, like Chomp.



Choose a food sprite, like Bananas.



## ADD THIS CODE

**Code** Click the **Code** tab.



```

broadcast message1
  New message
  
```

Select **New message** and name it **food**.

```

when this sprite clicked
  go to front layer
  broadcast food
  
```

Broadcast the **food** message.

Select your pet.



```

when I receive food
  glide 1 secs to Bananas
  start sound Chomp
  wait 0.5 seconds
  glide 1 secs to x: -50 y: 60
  
```

Choose **food** from the menu.

Choose **Bananas** from the menu.

Glide to the starting position.

## TRY IT

Click the food.



# Give Your Pet a Drink

Give your pet some water to drink.



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# Give Your Pet a Drink

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## GET READY



Choose a drink sprite, like Glass Water.



## ADD THIS CODE



```

when this sprite clicked
  go to front layer
  broadcast drink
  wait 1 seconds
  switch costume to glass water-b
  start sound Water Drop
  wait 1 seconds
  switch costume to glass water-a
  
```

Tell your pet what to do when it receives the message.



```

when I receive drink
  glide 1 secs to Glass Water
  wait 1 seconds
  glide 1 secs to x: -50 y: 80
  
```

## TRY IT

Click the drink to start.



# What Will Your Pet Say?

Let your pet choose what it will say.



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# What Will Your Pet Say?

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## GET READY

Choose Variables.



Click the Make a Variable button.



Name this variable **Choice** and then click **OK**.

## ADD THIS CODE



Insert the **Choice** block into the equals block from the Operators category.

```

when this sprite clicked
  set Choice to pick random 1 to 3
  if Choice = 1 then
    say I like bananas! for 2 seconds
  if Choice = 2 then
    say That tickles! for 2 seconds
  if Choice = 3 then
    say Let's play! for 2 seconds
  
```

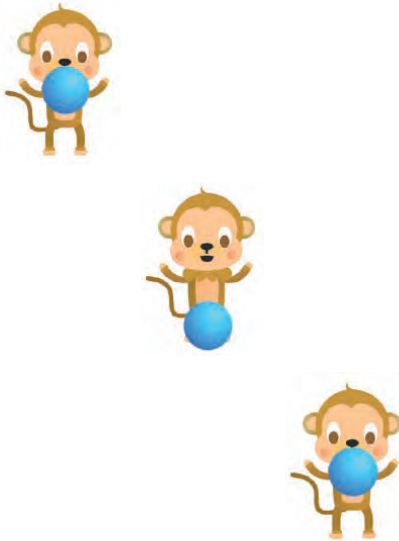
## TRY IT

Click your pet to see what it says.



# Time to Play

Have your pet play with a ball.



Virtual Pet

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# Time to Play

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## GET READY



Choose a sprite, like Ball.



## ADD THIS CODE

Insert the touching block into the wait until block.

```

when this sprite clicked
  go to front layer
  broadcast play
  wait until touching Monkey
  start sound Boing
  repeat 10
    change y by -5
  repeat 10
    change y by 5
  
```

Broadcast a new message.

Choose **Monkey** from the menu.

Type a minus sign to make the ball move down.

A positive number makes the ball move up.



```

when I receive play
  glide 1 secs to Ball
  wait 1 seconds
  glide 1 secs to x: -50 y: 60
  
```

Choose **play** from the menu.

Pick **Ball** from the menu.

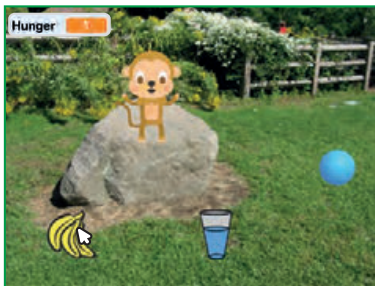
## TRY IT

Click the ball.



# How Hungry?

Keep track of how hungry your pet is.



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# How Hungry?

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## GET READY

Choose **Variables**.

Click the **Make a Variable** button.

```

Make a Variable
my variable
set my variable to 0
change my variable by
show variable my variable
  
```



Name this variable **Hunger** and then click **OK**.

## ADD THIS CODE



```

when green flag clicked
  set Hunger to 0
  forever
    change Hunger by 1
    wait 5 seconds
  
```

Reset hunger level.

Increase hunger level every 5 seconds.

Choose **food** from the menu.

```

when I receive food
  change Hunger by -1
  
```

Type a minus sign to make your pet less hungry when it gets food.

## TRY IT

Click the green flag to start.



Then click the food.

