# Story Animation

## Design Checkpoint 1:

### Feature idea #1.1:

Write up the story with numbered lines in a document (Notepad, Word, etc.).

### Feature idea #1.2:

Create a "story" sprite with each story line as a separate costume.

### Feature idea #1.3:

Create the main script for the "story" sprite. This script will run through the story by showing the costumes one by one. For every story line it will send a broadcast (and wait) to other sprites.

## Design Checkpoint 2:

### Feature idea #2.1:

Add all necessary characters in your story as sprites. Give them suitable names. Write a “reset script” for each of them.

### Feature idea #2.2:

Add "When I receive" scripts for every line of the story. Do this for every sprite.

## Design Checkpoint 3:

### Feature idea #3.1:

Add suitable animation code for each sprite according to your story.

### Feature idea #3.2:

Test thoroughly and make sure your story has all the requirements mentioned in the Rubric.

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