

Project Title: “Mini Animated Movie – The Time Traveler”

Step 1: Create Your Characters

- Add 2–3 main characters:
 - Example: Scientist, Time Traveler, Robot
 - Delete the cat sprite.
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Step 2: Create 3 Scenes (Backdrops)

1. **Present Day**
2. **Past (e.g., Dinosaurs or Medieval Castle)**
3. **Future (e.g., Flying Cars or Robots)**

Use: `switch backdrop to []`

Step 3: Add Dialogue & Scene Changes

Use `broadcast` to sequence the story.

Example:

```
scratch  
CopyEdit  
when green flag clicked  
switch backdrop to [present]  
say "What's this weird machine?" for 2 seconds  
broadcast "go to past"
```

Then:

```
scratch  
CopyEdit
```

```
when I receive "go to past"  
switch backdrop to [dinosaur]  
say "AH! Dinosaurs!" for 2 seconds  
broadcast "go to future"
```

Step 4: Add Sound Effects or Music

- Use `start sound` to add footsteps, teleport sounds, etc.
 - Add background music for each time period.
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Step 5: Add Movement and Animation

- Use `glide`, `next costume`, or `repeat` blocks for motion.
- Animate walking, falling, teleporting, or reactions.

Step 6: Add a Countdown Timer

Create a variable called **Time Left** to add suspense.

```
scratch  
CopyEdit  
when I receive "start timer"  
set [Time Left v] to 10  
repeat 10  
  change [Time Left v] by -1  
  wait 1 second  
end
```

Step 7: Add Choices / Interactivity

Let users make decisions using `ask` block.

```
scratch
CopyEdit
ask "Do you want to go to the past or future?" and wait
if answer = "past"
  broadcast "go to past"
else
  broadcast "go to future"
```

Step 8: Add a Plot Twist

At the end, reveal something unexpected (e.g., the robot followed them back!).

Step 9: Add Title & Credits Screens

- Start with a title screen.
- End with credits using `say` or `show` blocks.
- Use `hide` and `show` blocks to manage visibility.