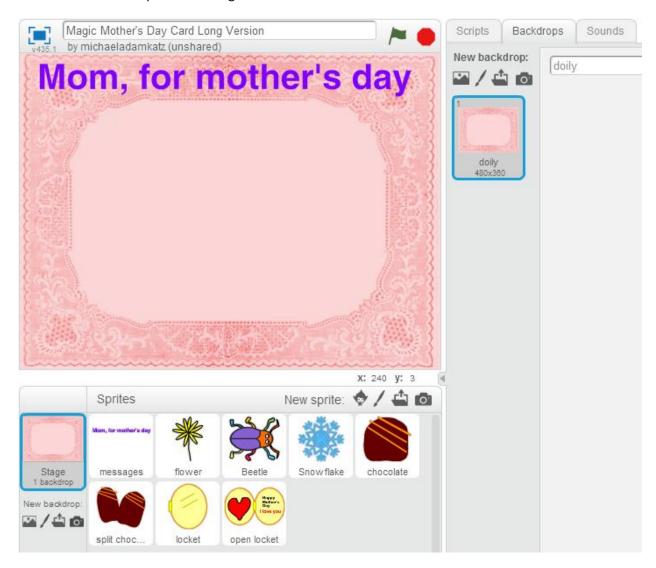
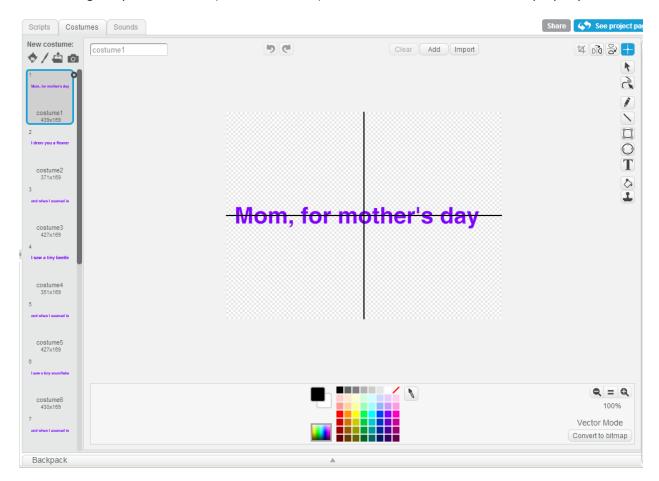
Magic Mother's Day Card – Long Version

1. Overview of the sprites and Stage



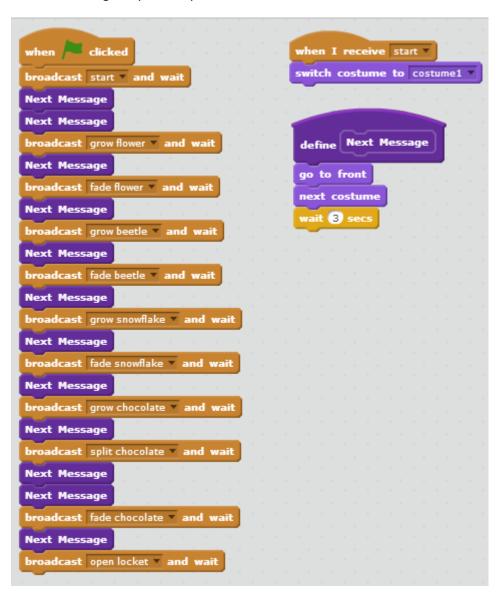
2. "messages" sprite costumes (use vector mode). Be sure each costume is centered properly.



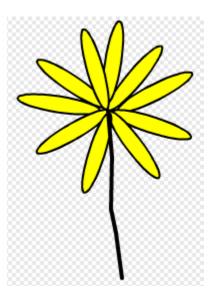
Here is what each costume says:

- Mom, for mother's day
- I drew you a flower
- and when I zoomed in
- I saw a tiny beetle
- and when I zoomed in
- I saw a tiny snowflake
- and when I zoomed in
- I saw a tiny chocolate
- and when I zoomed in
- and opened the chocolate
- inside was a tiny locket
- and when I zoomed in
- I opened the locked and there was a note for you

3. "messages" sprite scripts



4. "flower" sprite costume (draw using vector mode)



5. "flower" sprite scripts

```
when I receive start v
hide
wait 3 secs
go to x: 0 y: 0
clear graphic effects
set size to 30 %
show

when I receive grow flower v
repeat 300
change size by 2
change ghost v effect by 2
```

6. "beetle" sprite scripts (get the beetle costume from the library)

```
when I receive grow beetle
when I receive start ▼
                                 repeat 100
hide
                                   change size by 2
go to x: 0 y: 0
clear graphic effects
set size to 1 %
when I receive grow flower ▼
                                 when I receive fade beetle
go to front
                                 repeat 50
show
                                   change ghost v effect by 2
repeat 90
  change size by 0.05
```

7. "snowflake" sprite scripts (get the snowflake sprite from the library)

```
when I receive start ▼
                                      when I receive grow snowflake
hide
                                      repeat 100
go to x: 0 y: 0
                                        change size by 2
clear graphic effects
set size to 0.01 %
                                      when I receive fade snowflake ▼
when I receive grow beetle
                                      repeat 50
go to front
                                        change ghost ▼ effect by 2
show
repeat (30)
  change size by 0.05
```

8. "chocolate" sprite (draw using vector mode)



```
when I receive start v
hide
go to x: 0 y: 0
clear graphic effects
set size to 0.01 %

when I receive grow chocolate v
repeat 100
change size by 2

when I receive grow snowflake v
go to front
show
repeat 30
change size by 0.05
```

9. "split chocolate" sprite scripts (draw the split chocolate using vector mode)



```
when I receive start v
hide

go to x: 0 y: 0

clear graphic effects

set size to 200 %

when I receive fade chocolate v

repeat 50

when I receive split chocolate v

show
```

10. "locket" sprite (draw using vector mode)



```
when I receive start v
hide
go to x: 0 y: 0
clear graphic effects
set size to 0.01 %

when I receive fade chocolate v
repeat 50
change size by 2
when I receive split chocolate v
go to front
show
```

11. "open locket" sprite (draw using vector mode)



```
when I receive start v
hide
go to x: 0 y: 0
clear graphic effects
set size to 100 %

when I receive open locket v
show
```