

ANNA UNIVERSITY, CHENNAI – 25

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CS23101 – COMPUTATIONAL THINKING

WEEK 11

1. Make a sprite move in a circular path.

Use loops and motion blocks to animate the sprite going around in a circle.

2. Create a character that changes costumes when clicked.

Each click should switch to the next costume to create an animation (e.g., dancing or blinking).

Hint: Sprite: Any sprite with multiple costumes Sprite: Any (example: Ball)

3. Program a “Catch the Falling Objects” mini game.

Falling items should drop from the top of the screen. The player controls a basket to catch them. Increase score for every item caught.

Hint: Sprites needed:

- Basket (Player)
- Falling object (duplicate if needed)

Variable: score Any (example: Ball)

4. Make two sprites have a conversation.

Use “say” blocks and timing to make them talk back and forth at least 4 dialogue exchanges

5. Flying Bee Chasing a Flower Animation

A bee moves around the screen in a random path. The flower randomly teleports to different places.