



SWOT Analysis

Name: _____ **Date:** _____

Character Name: _____

Strengths	Weaknesses	Opportunities	Threats

Describe the scene you are going to create for your character:



Character Description

Name: _____ **Date:** _____

Appearance	Focus

Backstory



Make a Scene

Name: _____ **Date:** _____

What are your character's inner thoughts of the event or scene? Why?

What are your character's objectives for acting in the way they do in this scene?

What motivates your character to take action or not?

Create iterations of this scene. Describe your character's thoughts, objectives, and motivation to act in a different way than stated above.



Basic Language for Coding

Name: _____ **Date:** _____

Coding Blocks

The coding blocks are predefined statements of code that can be used by dragging and dropping to fit your needs. These are a few blocks that can be used:

- **Motion:** These are used to move a sprite back and forth or in any direction or rotate them.
- **Looks:** These are used to change the look of the sprite or replace them with some other sprite of the same category.
- **Sounds:** Tempo or Sounds are used to control the sound flow in the program.
- **Events:** Events handle trigger calls.
- **Controls:** Conditional operators and loops are all in this category.
- **Sensing:** Sensing controls how to react whenever the mouse pointer hits the playground and/or touches the sprite or by the motion of the mouse.
- **Operators:** These are for the control and flow of arithmetic operations in the program.
- **Variables:** You can declare the variables in your program using these blocks.
- **My Blocks:** You can create your custom blocks from here.

Loops

Loops allow the programmer to use the same line of code without different values. Similar to a repeat. You can set the number of times to execute, or set a condition to end the loop.

- **repeat:** This block is used to iterate the given set of instructions 'n' a number of times. Here, the value of n is a positive number.
- **forever:** This block is used to execute the given set of instructions infinitely.
- **repeat until:** This block is used to iterate the given set of instructions until the given condition is not satisfied.

Conditions

Conditions are coding blocks that check if the code can be completed based on true or false. For example:

- **if-then:** In this block, if the given condition is true the code/script present inside this block will execute. Otherwise, the code/script present inside this block will be ignored.
- **if-then-else:** In this block, if the given condition is true the code/script present inside this block will execute. Otherwise, the code/script present inside the else block will execute.