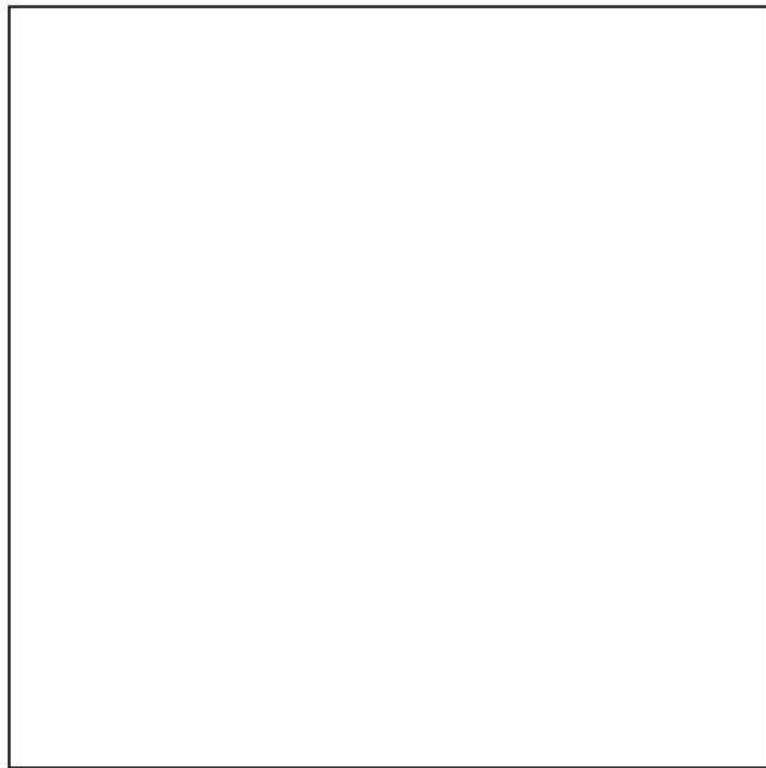


Project 156



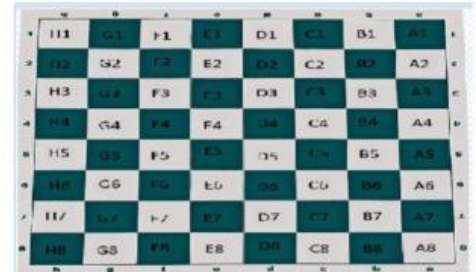
Coding School



- ❖ Download and add the relevant frames to the computer using the given link.

https://drive.google.com/drive/folders/1pcmlYPGbdUiTLWXc8upVB4ECN0PhX0FD?usp=drive_link

- ❖ Add the image frame mentioned as cheese board using Upload a backdrop.



- ❖ Upload a sprite to add frames like a sketch. Set its X, Y position and size as in the image frames.

- The sprite named B1



Sprite	B1	x	28	y	-65
Show	<input checked="" type="radio"/> <input type="radio"/>	Size	25	Direction	90

- The sprite named B2



Sprite	B2	x	-31	y	9
Show	<input checked="" type="radio"/> <input type="radio"/>	Size	30	Direction	90

- The sprite named B3



Sprite	B3	↔ x	79	↕ y	-65
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	30	Direction	90

- The sprite named B4



Sprite	B4	↔ x	144	↕ y	-65
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	30	Direction	90

- The sprite named B5



Sprite	B5	↔ x	200	↕ y	-65
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	30	Direction	90

- Add a sprite called B3 again. Set its position as below.

Sprite	B6	↔ x	-83	↕ y	-65
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	30	Direction	90

- Add a sprite called B4 again. Set its position as below.



Sprite: B7

x: -142 y: -65

Show: ☒ ☐

Size: 30 Direction: 90

- Add a sprite called B5 again. Set its position as below.



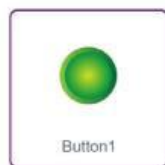
Sprite: B9

x: -196 y: -65

Show: ☒ ☐

Size: 30 Direction: 90

- Add the sprite as Button1 using Choose a sprite. Set its position and size as below.




Sprite: Button1

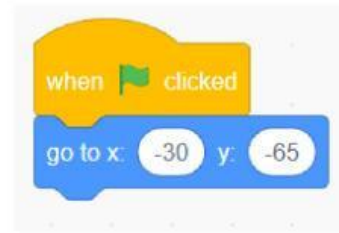
x: -194 y: 156

Show: ☒ ☐

Size: 6 Direction: 90

- ❖ Let's prepare for this App now.
- ❖ Here I will explain to you how to prepare the code for the Queen to travel. Use the knowledge you gain and prepare code for other pawns as well.
- ❖ Let's prepare the code for Queen.

- ❖ When you click on the green flag, the X position should be -30 and the Y position should be -65.



- ❖ When you receive a message as D7, you should move to X position 29 and Y position -20 and where to go? A question should be asked as.



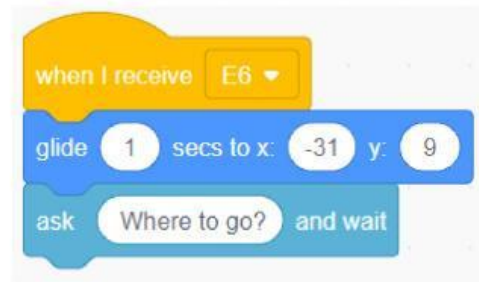
- ❖ When receiving a message as E7, move to X position -29 and Y position -27 and where to go? A question should be asked as



- ❖ When receiving a message as E5, move to X position -26 and Y position to 44 and "where to go?" A question should be asked as.



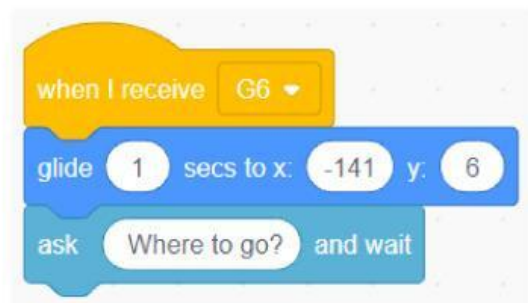
- ❖ When receiving a message as E6, X position -31 and Y position should move to 9 position and where to go? A question should be asked as.



- ❖ When you receive a message as F6, move to X position -85 and Y position to 7 and "where to go?" A question should be asked as.



- ❖ When a message is received as G6, X position -141 and Y position should move to 6th position and where to go? A question should be asked as.



- ❖ For the Button1 sprite, set it up as follows.
- ❖ When the green flag is clicked, prepare the code as follows so that the following events occur.
- ❖ "Where to go?" A question should be asked as.
- ❖ If the answer you give is E7, you should receive a message as E7.
- ❖ If the answer you give is E6, you should receive a message as E6.
- ❖ If the answer you give is E5, you should receive a message as E5.
- ❖ If the answer you give is F6, you should receive a message as F6.
- ❖ If your answer is G6, you should receive a message as G6.
- ❖ If your answer is D7, you should receive a message as D7.
- ❖ If not, it should say Can't be identified for 2 seconds.

