

Super Fashion Dress-Up

<http://o.ooli.ca/en/scratchgames/doll>

Dress-up a doll in different outfits. You can dress-up the person in different fashions or armor or funny costumes. Many bigger games like the Sims, first person shooters, and role-playing games have similar dress-up minigames for customizing your character.

The program starts with one person standing in the background. There are three arrow sprites that are for changing the way the person looks. There is one sprite of pants that will eventually be used for different clothes and decorations that you can add to the scene.

Try a dress-up game at <https://scratch.mit.edu/projects/322006604/>



(Finished game: <https://scratch.mit.edu/projects/320748896>)

Useful blocks for this exercise

Motion

go to **mouse-pointer**

Looks

next costume

switch costume to **3**

change **color** effect by **0**

costume **number**

Events

when **clicked**

Operators

+

-

Control

forever

if **then**

create clone of **myself**

wait **0.2** secs

wait **0.2** secs

Sensing

mouse down?

key **pressed?**

1. Choose a Doll

EASY First, choose which doll you want to dress-up. Click on the “Body” sprite to change the body. Then click on the “Costumes” tab in the upper-left of the screen. You will see a list of different body types on the left. Choose the body that you want to use.

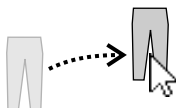
2. Choose the Hair

EASY Choose the “Hair” sprite and change the doll’s hair too.

Finally, click on the “Code” tab to go back to programming.

3. Moving the Pants

EASY You need a way for people to move the pants around in the game, so that the pants can be put on the doll. Write a program so that the pants always move to where the mouse pointer is.



4. Adding the Pants to the Doll

MEDIUM-EASY The pants can now be moved over to the doll. Next you want to change the program so that when you click the mouse, the pants will be added to the doll. You can do this by making a copy or “clone” of the sprite whenever the mouse is pressed. Use a “Wait ___ secs” block after making a clone to make sure too many clones aren’t created.

5. More than Just Pants

EASY Look at the different costumes of the “Clothes” sprite. You will see many different types of clothing that can be added to the doll.

Write a program that switches the sprite to a different type of clothing when you press the space key. There are different ways you can do that. For this worksheet, you should use the “if ___ then” block and “key ___ pressed?” block.

6. Body Styles

EASY Make it easier to change the doll’s body. Write a program that lets people change the costume of the “Body” sprite by pressing a key.

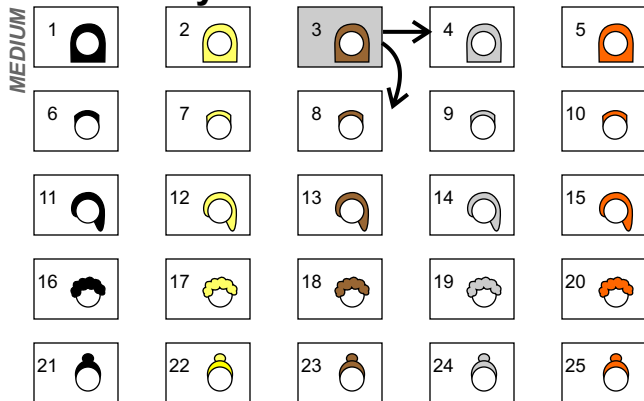
7. New Hair at the Press of a Key

EASY Make it easier to change the doll’s hair. Write a program that lets people change the costume of the “Hair” sprite by pressing a key.

Try It: Clothing Colours

EASY Sometimes, the clothes aren’t the colour you want. You can use the “colour” effect block to change the colours of sprites. Make it so that you can press a key to change the colour of the clothes.

8. Hair Styles



Right now, your program lets you change the hair of the doll by pressing a key. Can you write a program that changes the hair *style* of the doll without changing the hair colour?

If you look at the different costumes of the “Hair” sprite, you will see lots of different styles and colours of hair. They are arranged in a pattern. How much should you change the costume # of the hair to change the hair style?

Try It: Add Your Own Clothes

MEDIUM-EASY Try adding some new clothes to the game. You can draw entirely new clothes or you can add decorations to the existing clothes. You can even add new clothes by taking a picture of some clothing, then erasing the background of the picture, so that only the clothes are left.