

The Incredibles Basic Script

Who has seen the Incredibles? We're going to make an Incredibles training camp in the woods today to show you how Scratch works.

First we should add a background (we have saved some basic images to make the thing out of). [Go to Stage → Backgrounds → Import and import the forest background]

Now let's add our first Incredible, who knows one of the Incredibles? Dash, what a good plan! So let's add Dash [go to the paint button and import dash and then paint the area around him transparent, then click OK and shrink him on the screen to a relatively normal size]

Dash:

What is Dash's super power? Ok, let's make it so he starts running when you click on him [Get the When Sprite# is clicked, the forever loop, add the change x by 20 and let it go. Point out that he runs off the screen and so we need to say when he reaches one side of the screen we need to reset his position. Add the if x position > ## close to 250 then set x to ## close to -300].

But we want him to always start from the same position, so when the flag is clicked let's have him go to that point on the screen [when flag is clicked set x to 40]. Click on Dash and show them what has been made.

Violet:

What is Violet's super power? Ok, let's make her disappear. [When violet is clicked, forever loop, wait 3 secs, hide (found in the looks menu), wait 3 secs, show (also found in the looks menu)] But we also want Violet to start out visible before we click her, so let's make that happen when the flag is clicked [When flag is clicked, show]

Ok, that one was simple, who's next?

Mrs. Incredible:

What's Mrs. Incredible's super power? She stretches, ok so let's make her stretch in both directions. [When Sprite is clicked, forever loop, repeat until size > 80, change size by .5, repeat until size < 54, change size by -.5, end forever loop] But wait, she sinks into the floor, let's fix that [In the first repeat until loop change y by .5, and in the second change y by -.5] And finally, let's make it so she shows up as her normal size when we start

[When flag is clicked set size to 54% and set y to -82]

Mr. Incredible:

Ok, this is the hardest. What does Mr. Incredible do? Hes super strong! Lets have him jump while lifting a car! **[Make 2 sprites, one with Mr. Incredible, and one with the upside down car. Put them in their locations and for Mr. Incredible: When clicked, forever loop, repeat until y position > 60, change y by 5, end, new repeat until y position < -90, change y by -5, end, wait 1 secs, end forever]** Ok, and lets set the position of Mr. Incredible to -90 for the beginning **[When flag is clicked, set y to -90]** Now lets move onto the car. Now, we want the van to remain right above Mr. Incredible, so lets have the van look at where Mr. Incredible is and figure out where it should be based on Mr. Incredible **[set y to () + () (from the operators) with the y-position of Mr. Incredible (from sensing) plus the distance between Mr. Incredibles center and where you want the car to be]** We always want this to be true **[make a forever loop and put it inside and then attach it to when the flag is clicked]**.

Conclusion:

Ok, now lets put a finishing touch on it: Sound. It turns out that there's a whole library of sounds already built into scratch. Lets go to Stage, Sounds, Import and choose Music Loops → Cave. In the scripts lets put “When flag is clicked, forever play sound Cave until done.”

Now lets look at the final product! (Click the flag and then on all the characters, it will be AWESOME).