

Assignment: Screensaver

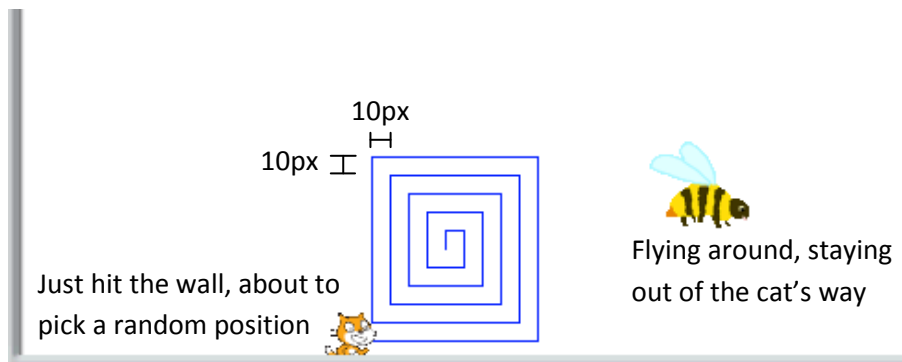
Intro

A sprite in your Scratch program will draw square spirals. A second sprite will move around the screen without ever hitting the spiral-drawing sprite. The result will be an excellent mid-90s screensaver!

Why do this?

Once again, this is a good spatial reasoning problem. Drawing out the spiral properly will require you to think in the coordinate plane.

Details



- Both sprites must be 30% their original size
- The spiral-drawing sprite will start at a random location
- The spirals grow out 10px each time around
- When the spiral-drawing sprite hits an edge, it picks a new random location, draws a new spiral
- The other sprite should do something interesting and fun. The only requirements are that it always be in motion and that it never hit the spiral-drawing sprite (2pts for creativity)

Strategy

Remember, you should always plan out your solution before you sit at the computer. Write out your spiral-drawing algorithm on paper. Figure out when the pen needs to be up or down. Decide what you'd like your creative sprite to do.