Creative Challenge: Vibot In London

FR / EN: https://scratch.mit.edu/projects/122831125/

(* Before beginning the challenge, don't forget to remix the project by clicking on **Remix** !)

In this small challenge, Vibot wants to visit London. Help him get onto the bus and send him on his journey!

Step 1. Help Vibot get onto the bus

- Which coding blocks allow a sprite to move from one place to another in a natural motion?
- Use the appropriates blocks that will get Vibot to move from his initial position to the bus and that will help him get in.
- **Make sure that Vibot's movement is natural** (for example, what happens when someone walks away from us? Does this person still appear to have the same size as she/he is walking away?)
- How can we make sure that we can only see Vibot through the windows once he is on the bus?
- Add other sprite-passengers. Better yet, **take a "selfie" and upload your picture on Scratch** so you can go sightseeing with Vibot!

Step 2. Make the bus move forward

- Which coding blocks can we use to make sure that the bus starts moving as soon as Vibot sits inside the bus? Which algorithm should we use to create a given effect when two sprites touch each other? Is there any way to delay this reaction?
- Move the bus from its initial position to the other end of the street.
- Make sure that the bus's movement is not too fast and that it is natural. For example, can you make the wheels of the bus go round and round?

Step 3. Be creative!

- Have fun with the challenge! You can add other sprite-characters, objects or backgrounds to prolong Vibot's visit in London!

Romero, M., Roy, A, Lepage, A. & Arthur, K. (2016). *Creative Programming Challenges: From Tale to Code with Scratch and Vibot.*