

## The Mystery Door scratch activity

```
when green flag clicked
  switch backdrop to Woods
  go to x: 0 y: -50
  say Hello! I found a locked door in this woods for 3 seconds
  say I need your help to find this key for 3 seconds
  ask Should we search the 'castle' or the 'cave'? and wait
  if answer = castle then
    switch backdrop to Castle 1
    say Wow! The key was hidden under the throne. We win! for 2 seconds
    start sound Magic Spell
  if answer = cave then
    switch backdrop to Mountain
    say Oh no! A sleeping bear! Let's get out of here! for 2 seconds
    go to x: 234 y: -70
    start sound Grunt
```

The image shows a Scratch script on a grid background. The script starts with a yellow 'when green flag clicked' block. It then switches the backdrop to 'Woods' and moves the character to x: 0, y: -50. Two purple 'say' blocks follow: 'Hello! I found a locked door in this woods' for 3 seconds, and 'I need your help to find this key' for 3 seconds. A cyan 'ask' block asks 'Should we search the 'castle' or the 'cave'? and wait. There are two conditional paths. The first is an 'if answer = castle' block (orange) containing: 'switch backdrop to Castle 1', 'say Wow! The key was hidden under the throne. We win!' for 2 seconds, and 'start sound Magic Spell'. The second is an 'if answer = cave' block (orange) containing: 'switch backdrop to Mountain', 'say Oh no! A sleeping bear! Let's get out of here!' for 2 seconds, 'go to x: 234 y: -70', and 'start sound Grunt'.