

Birthday button

To avoid spoiling the surprise of the card, all that appears when the project is run is a message and a button for the birthday person to press.

1 Start a new project. Remove the cat sprite by right-clicking on it in the sprites list and selecting "delete". Load the Button1 sprite from the sprites library.



2 Add these two code blocks to Button1. The first one makes the button appear in the center of the stage and flash invitingly when the project starts. The second one runs after the button is clicked, making the button disappear and sending a message to launch the rest of the card. After adding the "broadcast" block, open its drop-down menu, choose "New message", and call the message "Go!"

```

when clicked
  go to x: 0 y: 0
  show
  forever loop
    change color effect by 3
  
```

This block positions the button in the center of the stage.

This makes the button shimmer with changing colors.

```

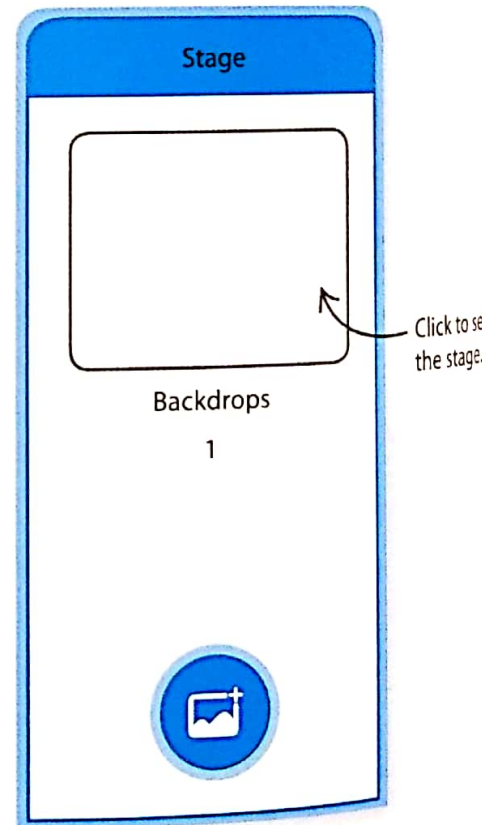
when this sprite clicked
  hide
  broadcast Go!
  stop other scripts in sprite
  
```

Once clicked, the button disappears.

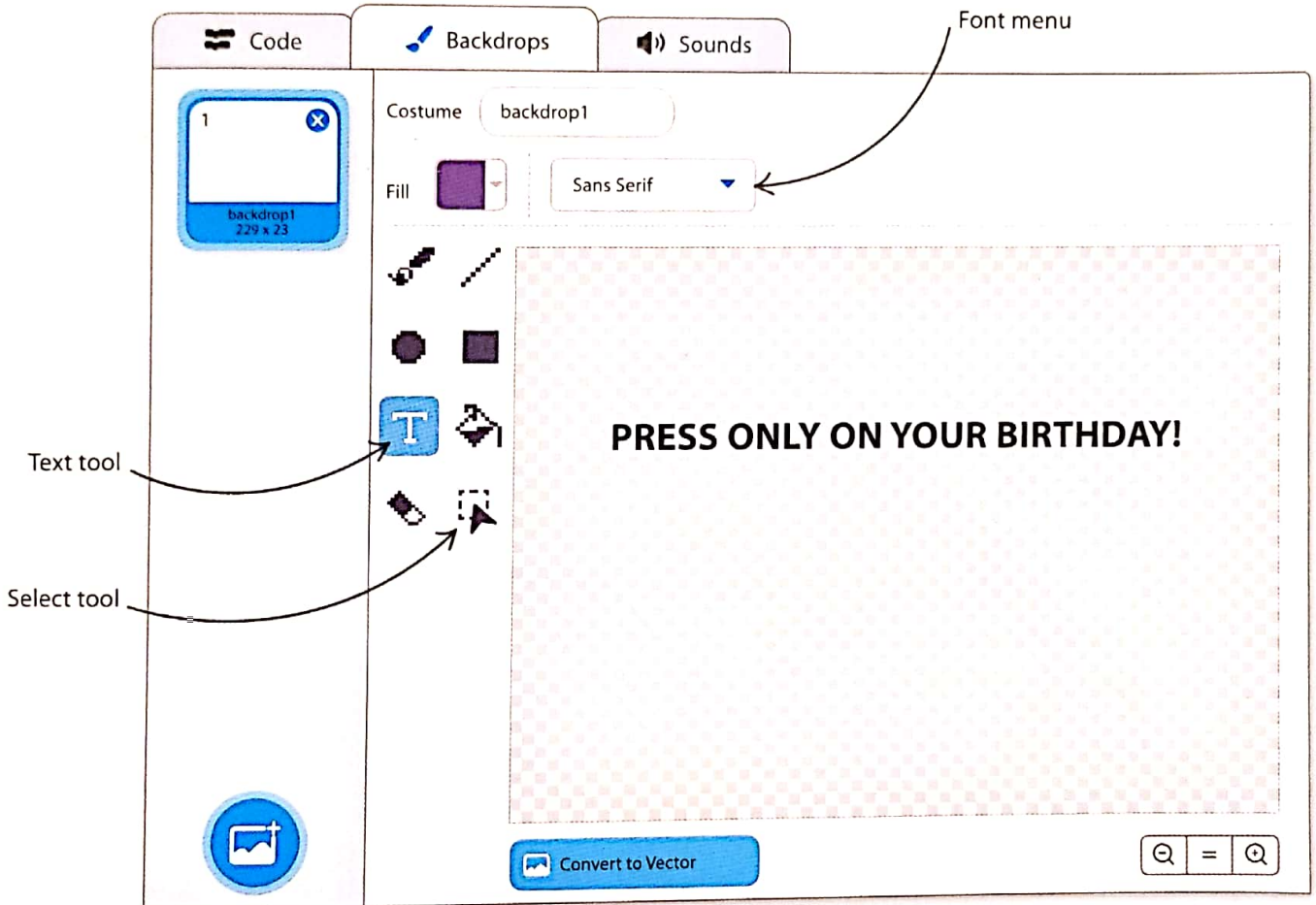
This sends a message that triggers code in other sprites.

Choose "other scripts in sprite" here.

3 To add the sign saying PRESS ONLY ON YOUR BIRTHDAY!, you need to edit the backdrop. First select the stage by clicking the small white rectangle to the right of the sprites list. Then click the Backdrops tab above the blocks palette.



4 Scratch's paint editor will now open. Choose the text tool **T** and click in the large white area, about a third of the way down. Type the words **PRESS ONLY ON YOUR BIRTHDAY!** If you want to retype the message for any reason, use the select tool to draw a box around the text, and press delete on your keyboard before starting again.

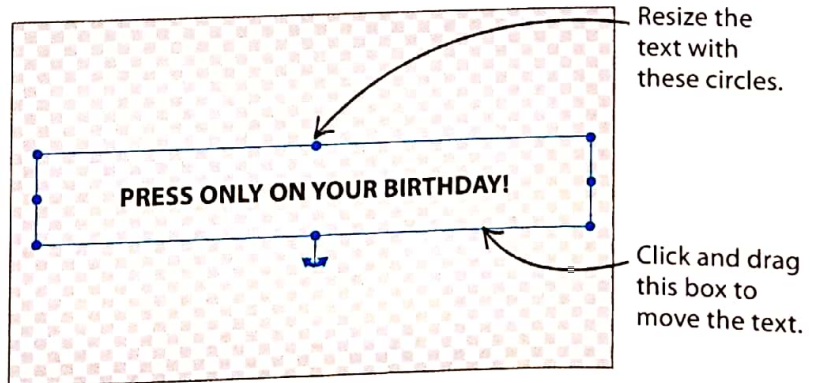


5 You can choose a font using the font menu at the top of the paint editor. "Sans Serif" works well for a birthday card.




You can choose any font you like.

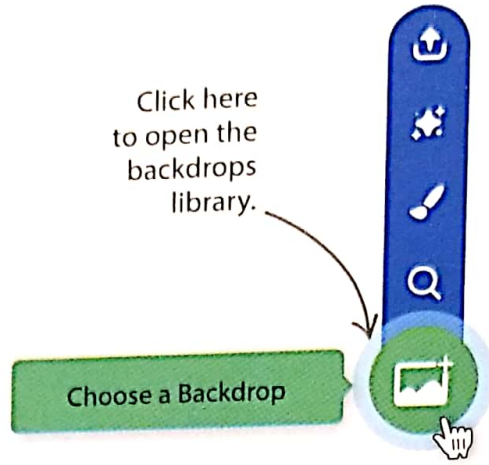
6 Use the select tool to resize or move the text until you're happy with it.



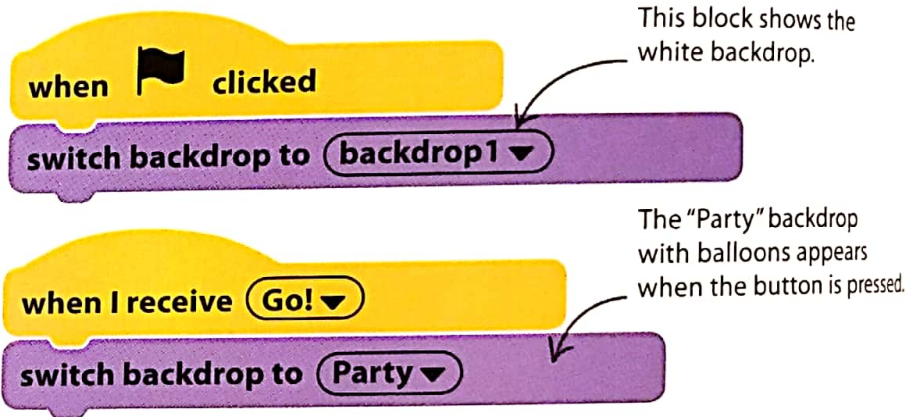
Resize the text with these circles.

Click and drag this box to move the text.

7 For the card itself, you need a different backdrop. Click the backdrop symbol  in the lower right of the Scratch window to choose a new backdrop from the library. Then select the "party" backdrop.




8 Make sure you still have the stage selected in the lower right of the Scratch window and not one of the sprites. Click on the Code tab above the blocks palette, and add these code blocks for the stage. Now try running the project and see what happens when you click the button.



Enter the cake

Once the button is pressed, the card opens. The button's code broadcasts the "Go!" message to all the sprites to trigger the animations and music.



9 What else does a birthday need besides a card? A cake! Click on the sprite symbol  in the sprites list, and add the Cake sprite to the project.



10 If you look in the Sounds tab at the top of the Scratch window, you'll see that the "Birthday" sound has already been loaded.

