# Coding Conditional Statements

Task: Code a story animation using our if/ else blocks. Your character is going to go on a walk outside. The story will include different sprites and the character's actions will depend on which sprites they interact with

Delete the cat sprite and add a new walking sprite. Drag these blocks into your programming palette and order them in a sequence to make your sprite move across the screen.
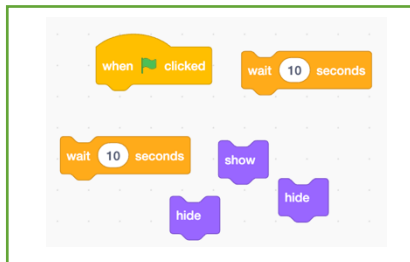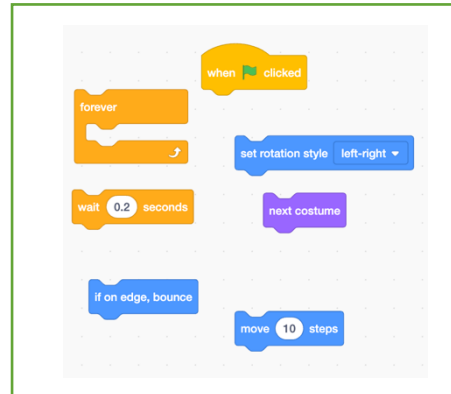
Add a background and your additional sprites. Using the blocks in the box, code your additional sprites to appear at different times. Remember to change the times on each sprite so they don't all turn up at the same time.

Now add in your conditional statements to your walking sprite, using the blocks in the box. Remember to use the drop-down arrow to specify the sprite it should be touching.
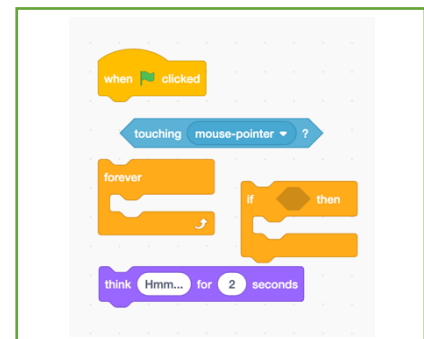
Now it's time to code your if/else blocks. Use the blocks in the box but remember to personalise them so they match your plan.

Is there an error with your code? Not to worry, just follow this link (or type it into Google) for helpful tips about scratch!
https://scratch.mit.edu/help/studio/tips/home/