Independent Activity – 14 (Fortune Teller)

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Create a 'Fortune Teller' game

Activity	Examples
Create a version of the 'Fortune Teller' game. Get a wizard to answer questions related to fortune/mysticism. There is a lot of room for creativity in this activity. A lot of artistic elements can be added too. Most importantly, however, get comfortable with the usage of LISTS through this activity.	https://scratch.mit.edu/projects/395173754/ https://scratch.mit.edu/projects/394764974/editor/ https://scratch.mit.edu/projects/416182205/ https://scratch.mit.edu/projects/417558515/ (See also https://en.wikipedia.org/wiki/Magic_8-Ball)
	Class Project: https://scratch.mit.edu/projects/416682271/editor/

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www.scratchcourse.wordpress.com

WIBYTE
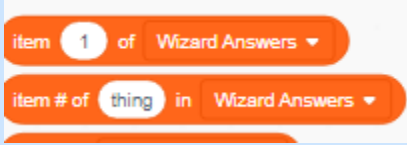
Marking Criterion (Max Marks: 12)

Task	Marks Given
At least one list of answers created and populated for the wizard	2
Wizard announces how many possible answers it can provide	2
Wizard randomly picks answers from the list(s) to answer the users' question	2
Wizard checks if a question has been asked previously	2
Wizard determines 'which' question was the same as the question asked again	2
See class notes – add artistic elements, more lists to create answers etc	2
PENALTY: Late Submission (Per Day)	-1
PENALTY: Project not shared on scratch	-1

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Common Problems

Problem	Remedy
Confusion about these two blocks item `1` of Wizard Answers ▾ item # of `thing` in Wizard Answers ▾	The top block returns the 'VALUE' of what the list has. The bottom block returns the 'INDEX' of the 'thing'.

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Enjoy!

* Remember to submit your project in time!

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