

List Exercise: Fortuneteller Scratch Program (15 class work points)

Goal: Learn how to use lists in a creative program

Resource on Lists: <http://wiki.scratch.mit.edu/wiki/List>

Assignment:

You will create a program that will randomly predict the future (for fun, it won't really need to predict the future). It will use a list (or two) to store the possible answers a user can receive. Below are the basic requirements, but feel free to add your own features and make it more interesting – for example you could have it have a second list of questions that it pairs with answers or combine words to generate fortunes – be creative!

Here is what your program needs to do:

1. First there should be a **list** to store these “answers” that the user will input
2. Your program will ask the user to **how many** “answers” they want to make for the fortuneteller – store that number value into a variable.
3. Use a **repeat loop** for that number of times, to **ask the user to input** the possible “answers” for the fortuneteller. As they specify them, **add each to your list of “answers”**. When the loop is done, you will have a nice list of possible answers.
4. Now make another loop* that will **repeatedly ask the user for their questions** to be answered.
5. After each question is entered, **randomly pick an “answer” from the list** and then **say “The answer to your question:” repeat the question “is: “ the answer you picked.**
6. This will continue as long as your repeat loop goes, depending on how you control it.
7. When it is over, **thank the user for using your fortuneteller** or whatever.
8. Use some fun sprites and backgrounds to make your program interesting & entertaining!

Possibilities to make your fortuneteller program more interesting:

- *You could ask your user how many questions they want to ask and use that number to control the repeat loop asking questions OR...
- *You could have the user type “STOP” to end the fortune asking (or similar)
- Instead of just answering a question, you could also create a list of questions or first part of fortunes that your program will match up with the answer or second part of questions for the user providing an interesting random fortune for them.
- If you really want to be clever, instead of a fortune telling program, you could have your program use lists to generate the user's name in some sort of theme, like their Hobbit, Star Wars, Pokémon, My Little Pony, or some other theme name. Again you need to have them enter in part of the list, but you could have a second list they use to match up to generate a name. Make sure your theme is school appropriate.
- If you have other ideas on how to creatively use Lists, tell me before you start, so I can make sure they are appropriate and doable.
- Be Creative and have fun with it!