Moving a Character from left to right

This forces a sprite to start from the same position each time the story starts. The sprite begins from the co-ordinates entered.

The wait command causes the sprite to delay slightly when moving to give the impression that the character is walking.

Get a Sprite to glide to a position

A sprite can glide from its initial position to another co-ordinate.
Making Sprites appear and disappear

As soon as the Green Flag is pressed the sprite will hide and will remain hidden for as long as the wait command specifies. The show command will then make it appear.

Changing Backgrounds

As soon as the Green Flag is clicked the first background must be assigned.

After 1 second the background will change to the new specified background.

The stage must first be clicked on to ensure the script is assigned to the stage.
Adding Speech and Thought

The sprite will say “This looks dangerous” for 2 seconds and then will think whether he should turn back for 2 seconds.