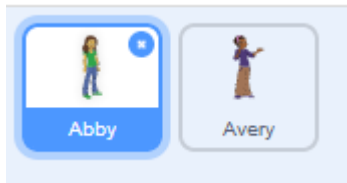
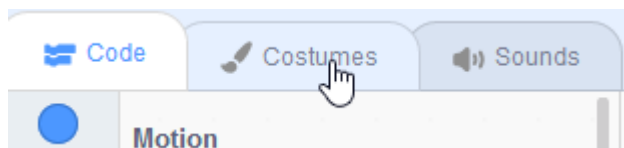
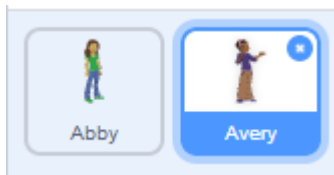


Créer un dialogue

On utilise 2 sprites :



On va “retourner” l'autre personnage pour qu'elles puissent se faire face :



Costume

avery-a

Group

Ungroup

Forward

Backward

Front

Back

Fill

Outline

4

Copy

Paste

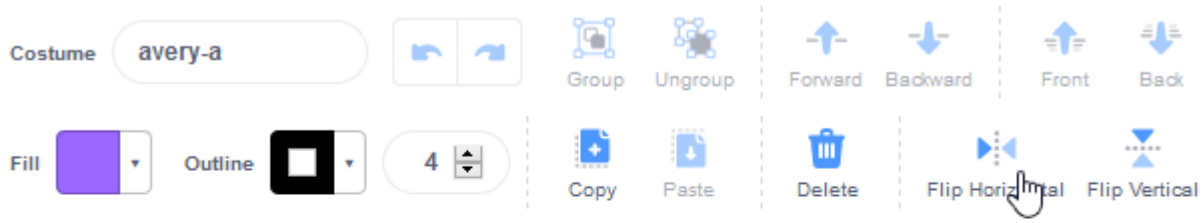
Delete

Flip Horizontal

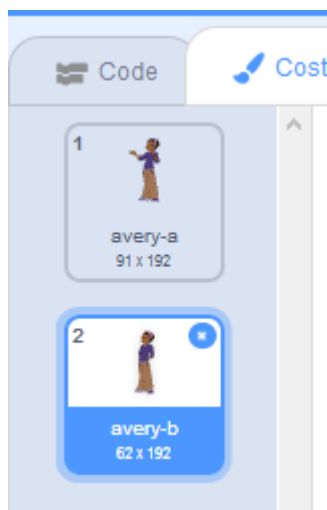
Flip Vertical

Convert to Bitmap

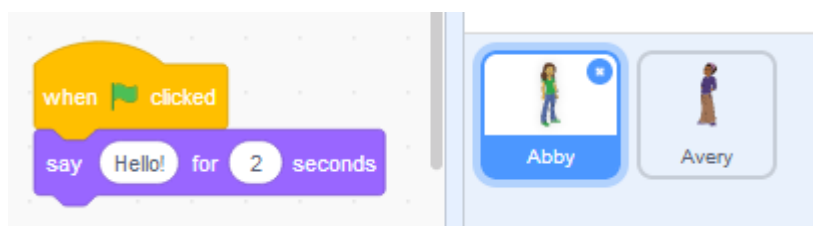
=



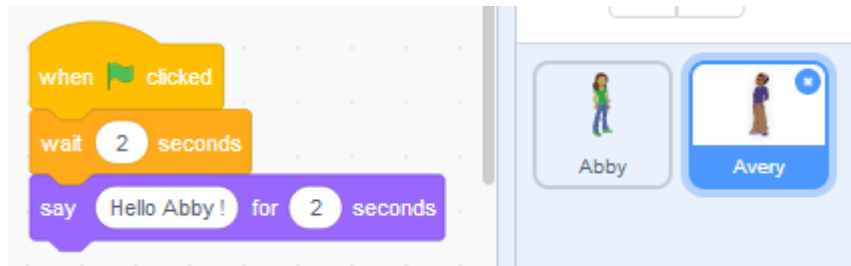
On fait de même pour les 2 costumes.



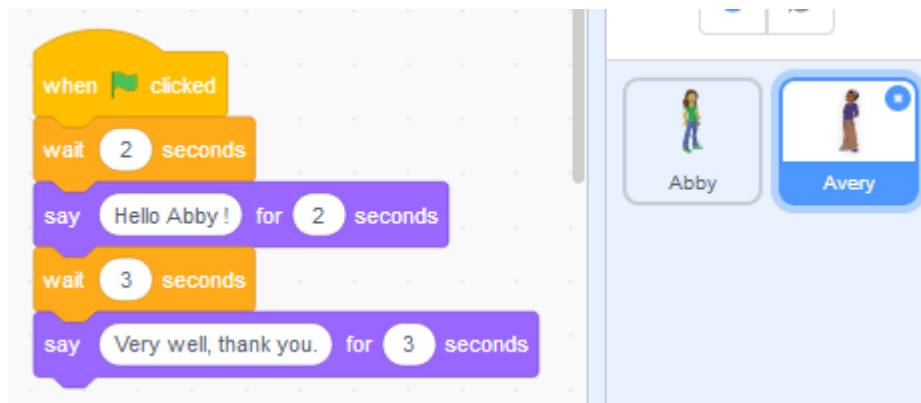
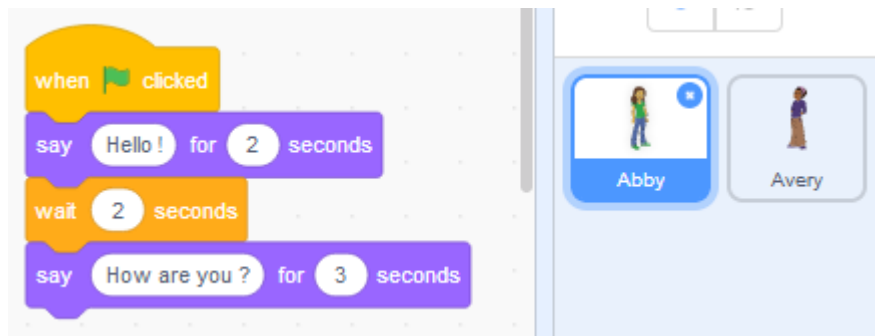
Commençons le dialogue avec Abby qui va dire "bonjour" à Avery pendant 2s.



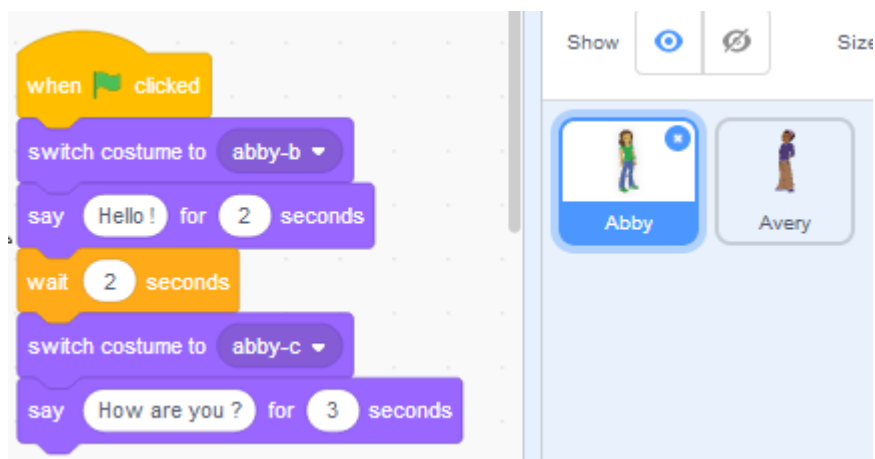
Avery va lui répondre 2s après le début du dialogue.

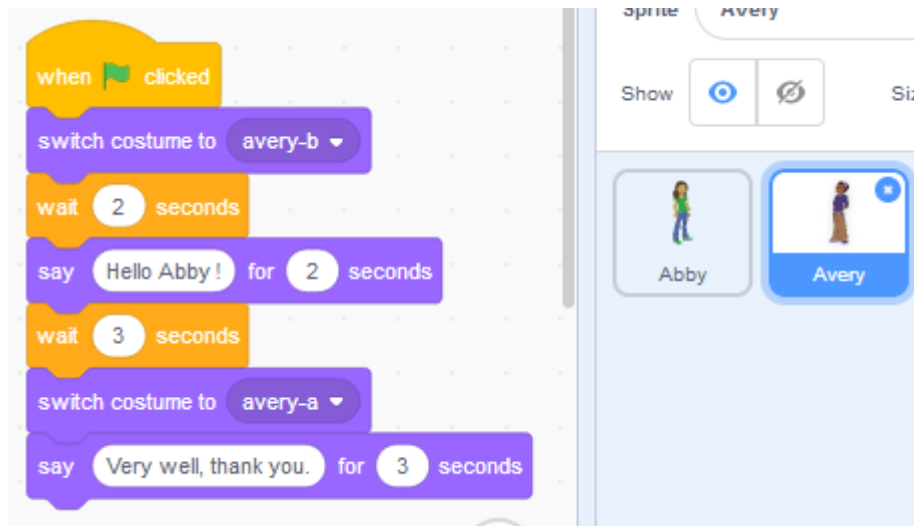


On ajoute d'autres phrases :



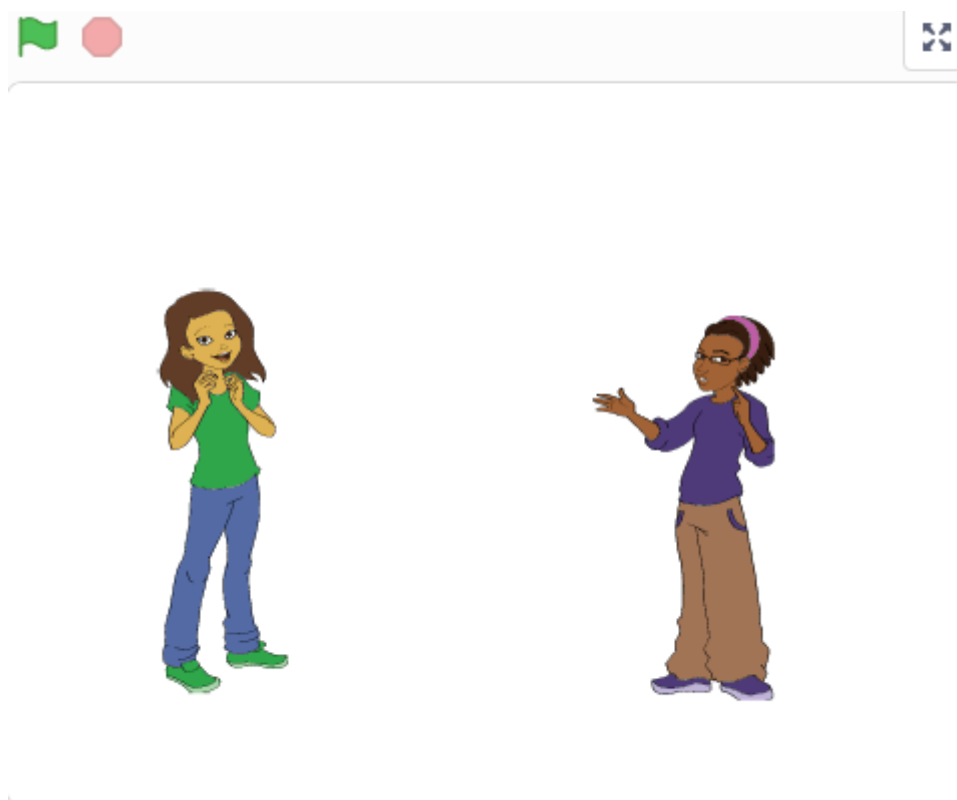
Il est possible de changer de costume pour rendre le dialogue plus vivant.





On obtient :

<https://scratch.mit.edu/projects/284064414/>



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