NurseryRhymes.docx Computer Science I --- Haas

**Assignment: Implement an animated version of a nursery rhyme!**

**First check out my Nursery Rhyme Example:** [**https://youtu.be/wBqmHRTzSIk**](https://youtu.be/wBqmHRTzSIk)

Now look up a Nursery Rhyme online and create an animated script to act it out. Be creative! (You can go to <http://en.wikipedia.org/wiki/Nursery_rhymes> for a list of possibilities or just use your favorite.)

Below are the Nursery Rhyme requirements:

* Whenever the green flag is clicked, your SNAP animation should display your chosen nursery rhyme line by line somewhere on the stage. (This should work correctly even if the last run was interrupted and restart.)
* As each line is shown, sprites should act out the story.
* The animation should advance on its own, but should do so at a pace that allows each action to complete and the viewer to read the line before the next line is shown and new action begins.

You are free to be as creative as you like with your choice of sprites and actions.

You may choose from the sprites provided by SNAP, or find pictures online, or create your own. (You will not be graded on your artistic skills.)

Name and save the file as **NurseryRhyme**.

**You must show Haas a working copy of your complete program.**