

5) How do I animate my object?

Create a new program. In this game you need a new object with two looks, which then change continuously.

The process is shown in a grid of screenshots:

- Step 1:** The 'Character animation' screen. A hand taps on the 'Panda' object in the 'OBJECTS' section.
- Step 2:** The 'Panda' object's configuration screen. A hand taps on the 'Looks' option.
- Step 3:** The 'Panda' object's configuration screen. A hand taps on the '+' button at the bottom to add a look.
- Step 4:** The 'Add Look' dialog box. A hand taps on the 'Media Library' option.
- Step 5:** The 'POCKET CODE' main menu. A hand taps on the 'Panda' icon in the 'POCKET FAMILY' section.
- Step 6:** The 'Panda' object's configuration screen. A hand taps on the '+' button at the bottom to add a script.
- Step 7:** The 'Panda' object's configuration screen. A hand taps on the 'Scripts' option.
- Step 8:** The 'Scripts' screen. A hand taps on the '+' button at the bottom to add a script.
- Step 9:** The 'Categories' screen. A hand taps on the 'Looks' category.
- Step 10:** The 'Panda' object's script editor. A hand taps on the 'Next look' block.
- Step 11:** A visual representation of the panda object in its first look (facing forward).
- Step 12:** A visual representation of the panda object in its second look (facing right).