**Scratch Store Assignment**

Your goal is to create an e-commerce type website using Scratch.

You will need the following stage backgrounds drawn/created by you:

* A page or two to hold the items for sale
* A checkout page

You will need the following sprites:

* 4-8 items you are selling, each with their own price (each separate sprites). You can use ready-made or found sprites but you will need to ‘draw’ the price on each.
* A Checkout button (for moving to the checkout page)
* A Cashier sprite who will give the customer an updated total whenever they click on an item and will complete the checkout.  The Cashier can stay on the screen at all times if you wish.

You will need the following variable(s):

* total
* There are additional variables required if you want better than 80%.  See below for details.

**How the 'site' will work**

*Base Version - worth first 80%*

* When a product is clicked on:
1. The Cashier should thank them for the purchase
2. You should add its price to the  total variable.
3. This works for ALL products
* When the CHECKOUT button is pressed
1. You will be sent to new page/background with a picture of a cash register (or something appropriate).  This should be accomplished with a broadcast that hides all the appropriate sprites and switches the stage to the appropriate background.
2. All sprites except the Cashier should be hidden.
3. The cashier will read out the current total.  It will then tell the customer the total amount of tax (calculated as 0.05\*total) and finally, give the final total after taxes.
* You should figure out a way to end the program appropriately.

*Next 10%*

* Have a Welcome Page of some kind.  Then include a new sprite that includes some sort of ENTER button.  This button switches to the main store page and the rest of the program begins as before.

*Final 10%*

* Add a new variable called ProductName.  As each product is clicked on, the ProductName variable is changed to match the product clicked. Then, change the cashier’s words from ‘Thank you for your purchase’ to something like ‘Thank you for buying Nike Shoes’.

*Super Tough Challenge (for super-braniacs and bored people)*

* When you reach the checkout stage and the final total is spoken, a Discount button should pop up.
* When the button is clicked, the user should be asked for a password.  You will need to figure out how to use the ASK and WAIT script.  Hint: the ASK will store what the user types in a built-in variable called ‘answer’.
* If the answer matches a code word that you have stored in a variable, they get 50% off.
* Restate their final total (even if it is not changed)

**Evaluation**

70% - completion of base requirements.
10% - good coding (naming all sprites, user friendliness, etc)
10% - completion of Next 10% requirement
10% - completion of Final 10% requirement