

Kit chooser

Make a custom sports kit for your favourite team



Step 1 What you will make!

Create a **kit chooser** to make custom kits for your favourite sports team!

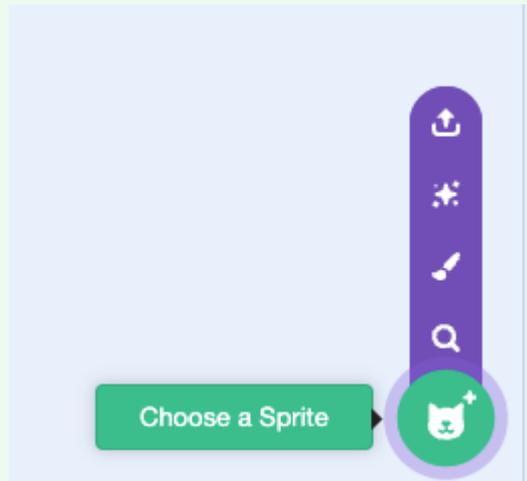
You will:

- create your own style 🧑🏻
- make designs change colours 🎨
- add a toggle button

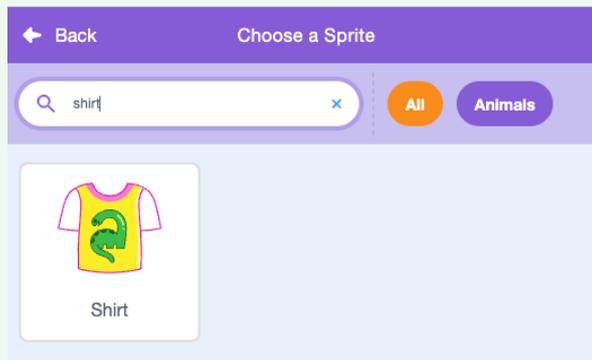
Step 2 Create your kit

In this step you'll design the basics of the kit, and can add a background too.

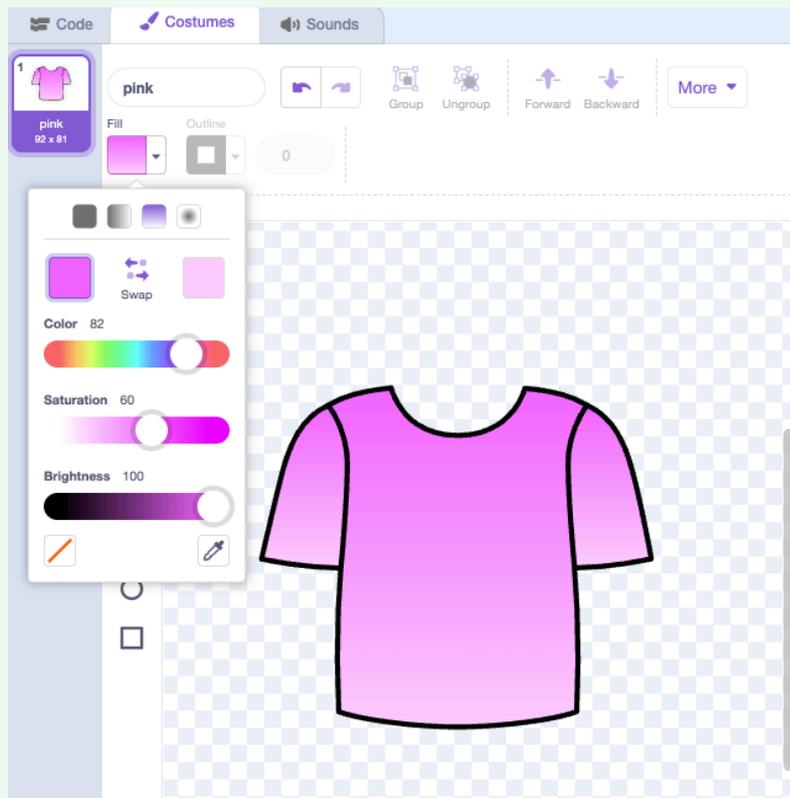
Delete the cat sprite and create a sports kit. You could choose a sprite or draw one with the paint tool.



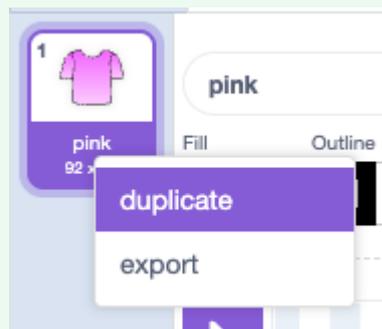
You can search for "shirt".



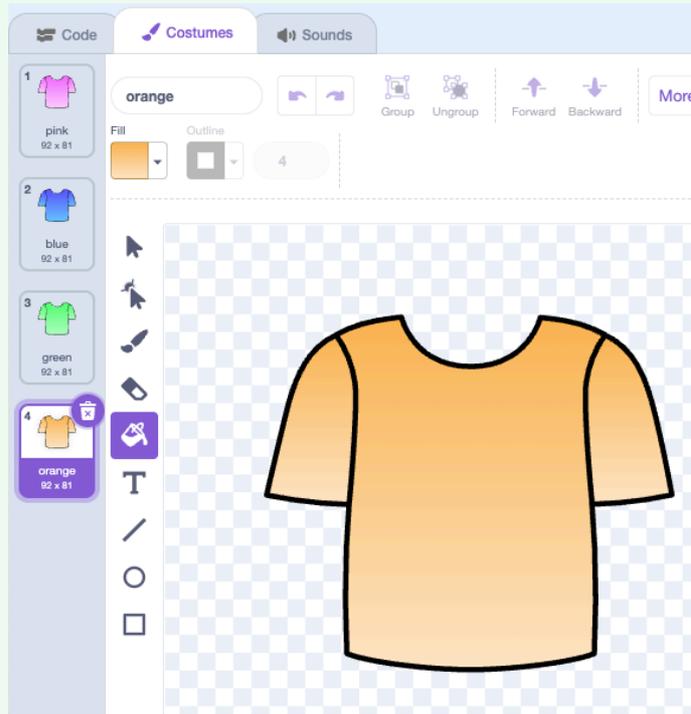
Change the design to how you want it, and add your first colour with the fill tool. Use the gradient fill to make the costume colours stand out.



Right click on the sprite to duplicate the costume for each colour you want to use.



Fill each kit costume with a new colour and name them to match.

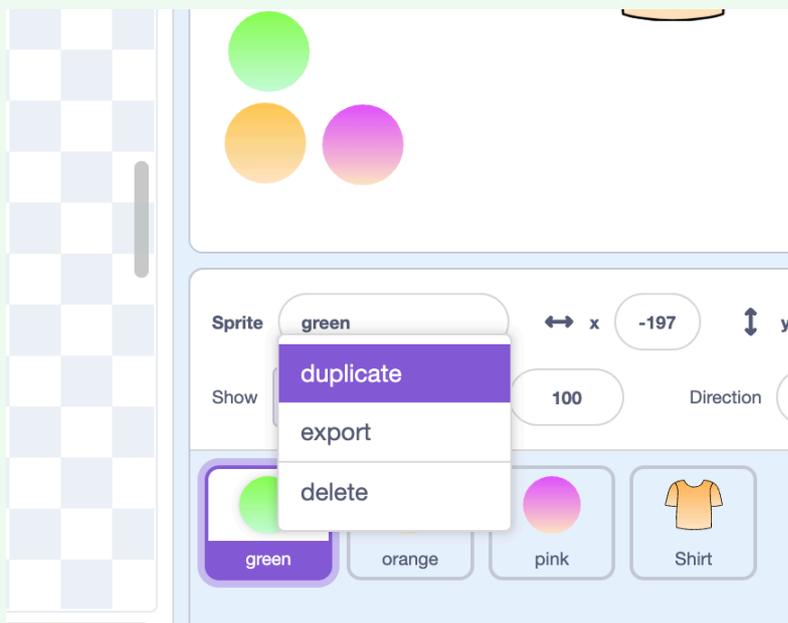


Step 3 Make colour pickers

Create colour picker sprites. These could be squares, circles, or you can draw them freehand with the paintbrush tool.



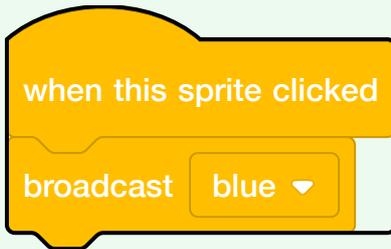
Right click to duplicate a sprite, and change the fill for each colour. Then name them after the colour.



In the code `when sprite clicked` block, add a `broadcast` message to each of the colour sprites.



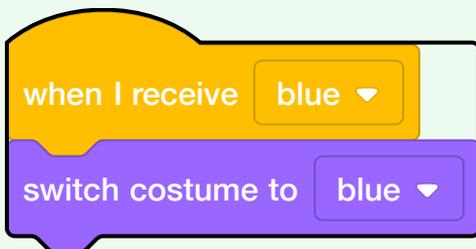
Name the new message after the colour.



Select the kit sprite.



Add a `receive` block that `switches` the kit costume for each colour



Test your project!

You should be able to click the colours to change your kit 🧥

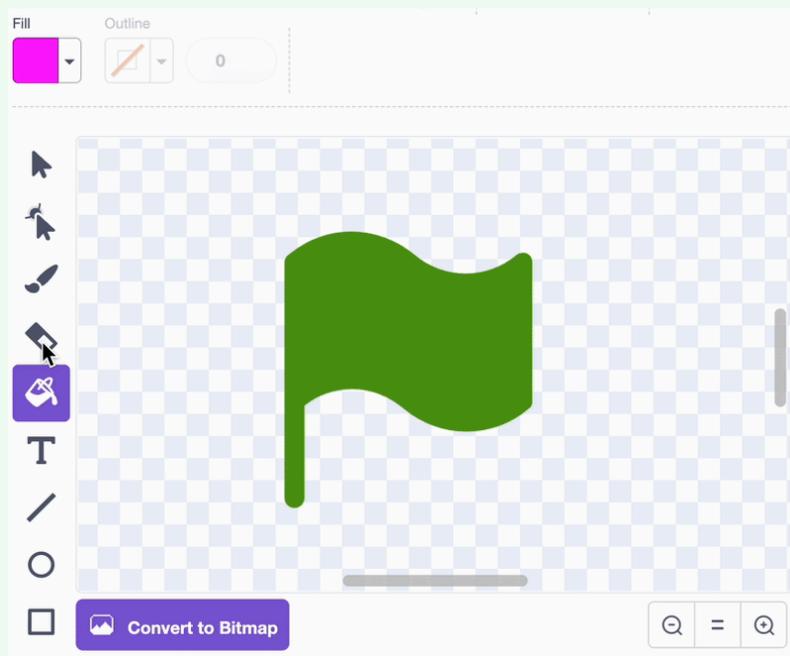
Step 4 Draw a pattern

Create a pattern sprite to decorate your kit.

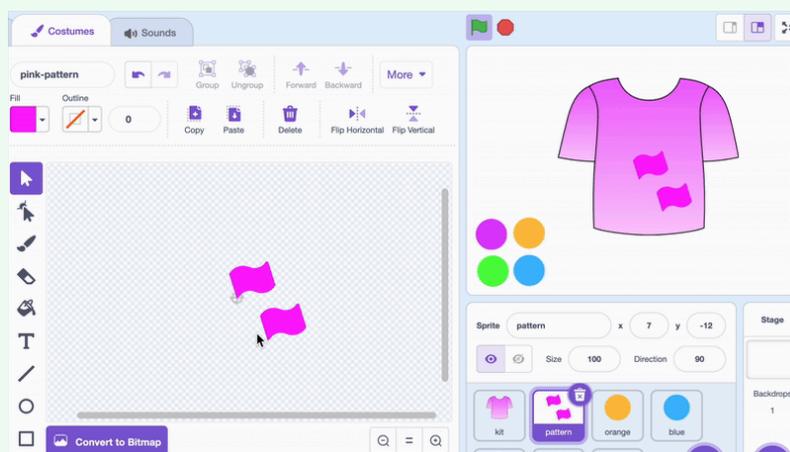
Create a new sprite and name it 'pattern'.



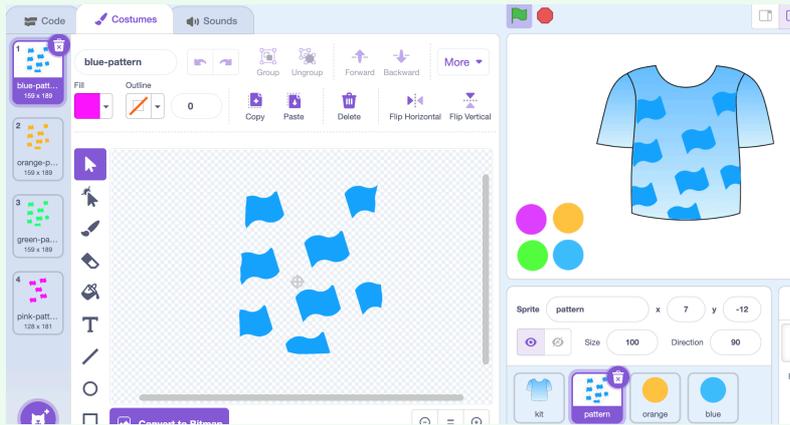
Draw a shape for your pattern.



To create the pattern, copy and paste or draw a new shape and move it to where you want it. Keep doing this until you have a pattern you like.



Right click to duplicate your pattern costume and fill in each colour. You might want to make the colours a bit different from the kit so that they stand out.



Step 5 Add a button

Making a button sprite to switch between colouring the kit and pattern.

Make a new sprite.

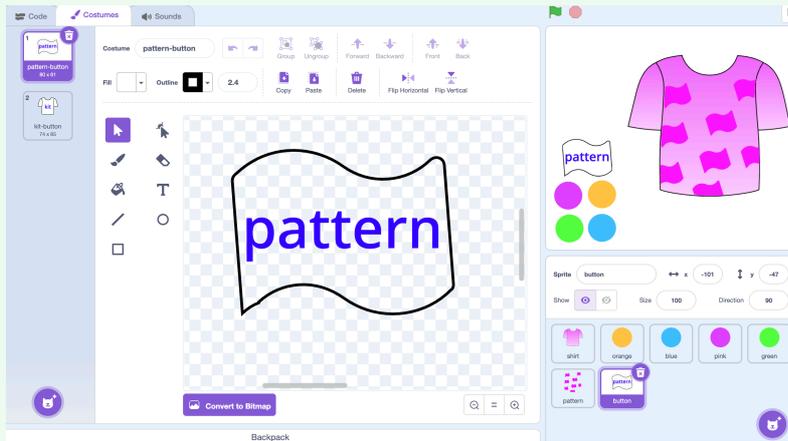
Draw button 1 and add text for the kit. You could use a t-shirt shape or a regular button shape.



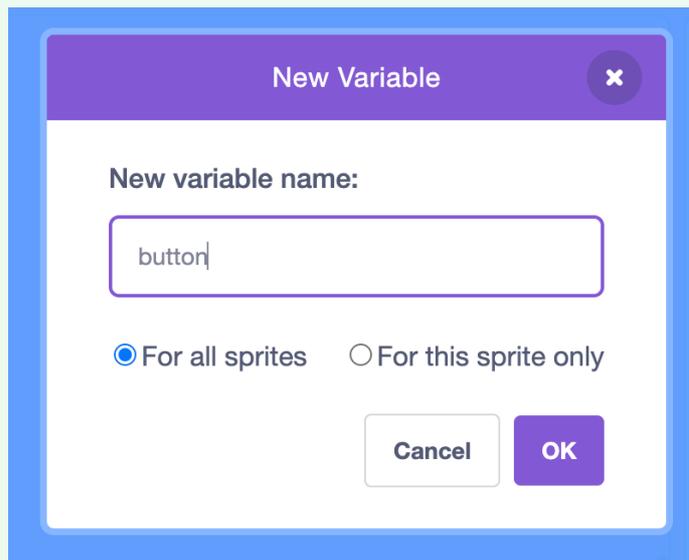
Make a new costume and draw button 2. Add text for the pattern.



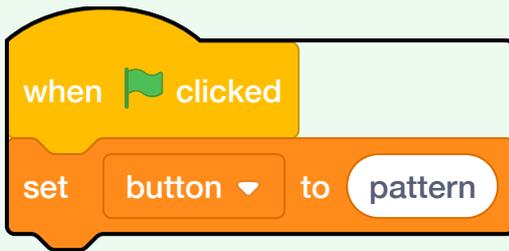
Both buttons need to be different in some way.



To toggle between the buttons, make a new **variable** and name it 'button'.



Use the green **flag** block and **set the button to pattern**



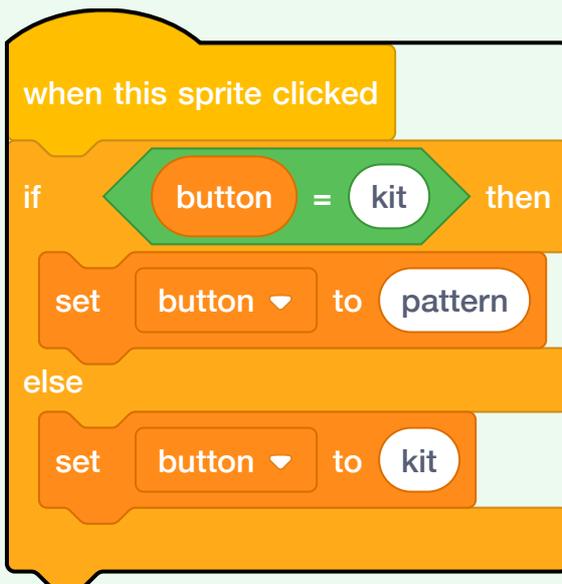
The button will change when we click on it.

Use the **when sprite clicked** block.



Add an **if else** block, this can be used to change what button **variable** is stored. Drop an **operator** into this.

If the button is set to kit, then we change it to pattern. Otherwise (**else**) we keep it set as kit.





Change between costumes using the button `variable`.

If the button is set to pattern then change costume to pattern, else change costume to kit.

Put this inside the `forever` block, otherwise it will only switch once.

```
when clicked
  set button to pattern
  forever
    if button = kit then
      switch costume to pattern-button
    else
      switch costume to kit-button
```

Test to see if it has worked by clicking on the green flag. Now when you click the button in the scene, it should toggle between the two costumes

Step 6 Choose all the colours!

In this step, you can change the kit or pattern colours for a fully customised kit!

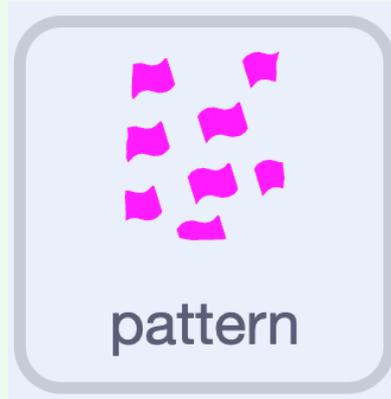
In the kit sprite, add an **if** block to the block you made earlier. This will switch costumes only if the button is set as kit.



```
when I receive blue
if button = kit then
  switch costume to blue
```

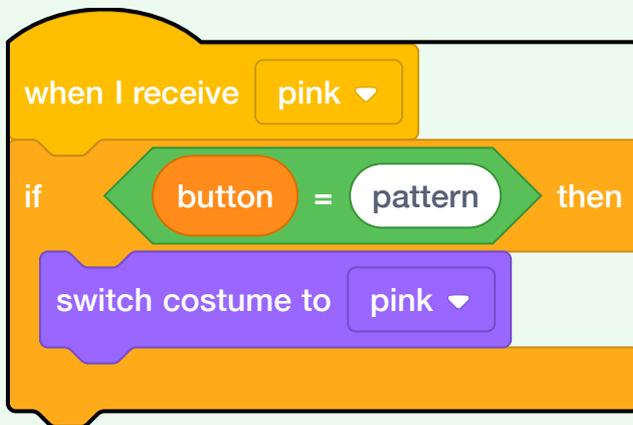
Do this for each of the colours and test to make sure it works.

In the pattern sprite, add the `receive` block for each colour.



Add an `if` block to this, and `switch costume` if the button is set as pattern. This is very similar to the blocks you made for the kit.

TIP! To save time, you can copy and paste the blocks and just change the colour names.



Test it out! You've made a kit chooser. You should be able to change the kit and pattern colours to create a custom design!

Step 7 Challenge

What else is in the kit? Can you create more designs - what about socks, boots, hoodies, or more decoration?



What's the team called? Try using the `ask` block to add the team name to the project



Can you add sounds? How about a different sound for selecting kit or pattern?



Published by <https://www.raspberrypi.org> under a <https://creativecommons.org/licenses/by-sa/4.0/>.
<https://github.com/RaspberryPiLearning/kit-chooser>

Published by Raspberry Pi Foundation <https://www.raspberrypi.org> under a Creative Commons license <https://creativecommons.org/licenses/by-sa/4.0/>.

View project & license on GitHub <https://github.com/RaspberryPiLearning/kit-chooser>

Accessibility <https://www.raspberrypi.org/accessibility/>

Cookies Policy <https://www.raspberrypi.org/cookies/>

Privacy Policy <https://www.raspberrypi.org/privacy/>

Translate for us </en/projects/translating-for-raspberry-pi>