

Blocks Palette:

Where the blocks that program your sprites are

Current Sprite Information:

The name, location, and direction of your sprite at the time

Green Flag:

A way to start scripts

Stage:

Where your Octopi program comes to life

Stop Sign:

Stops all scripts

Save:

Click to save your project

Sprite Rotation Style:

These buttons control the way your sprites can rotate

Tabs:

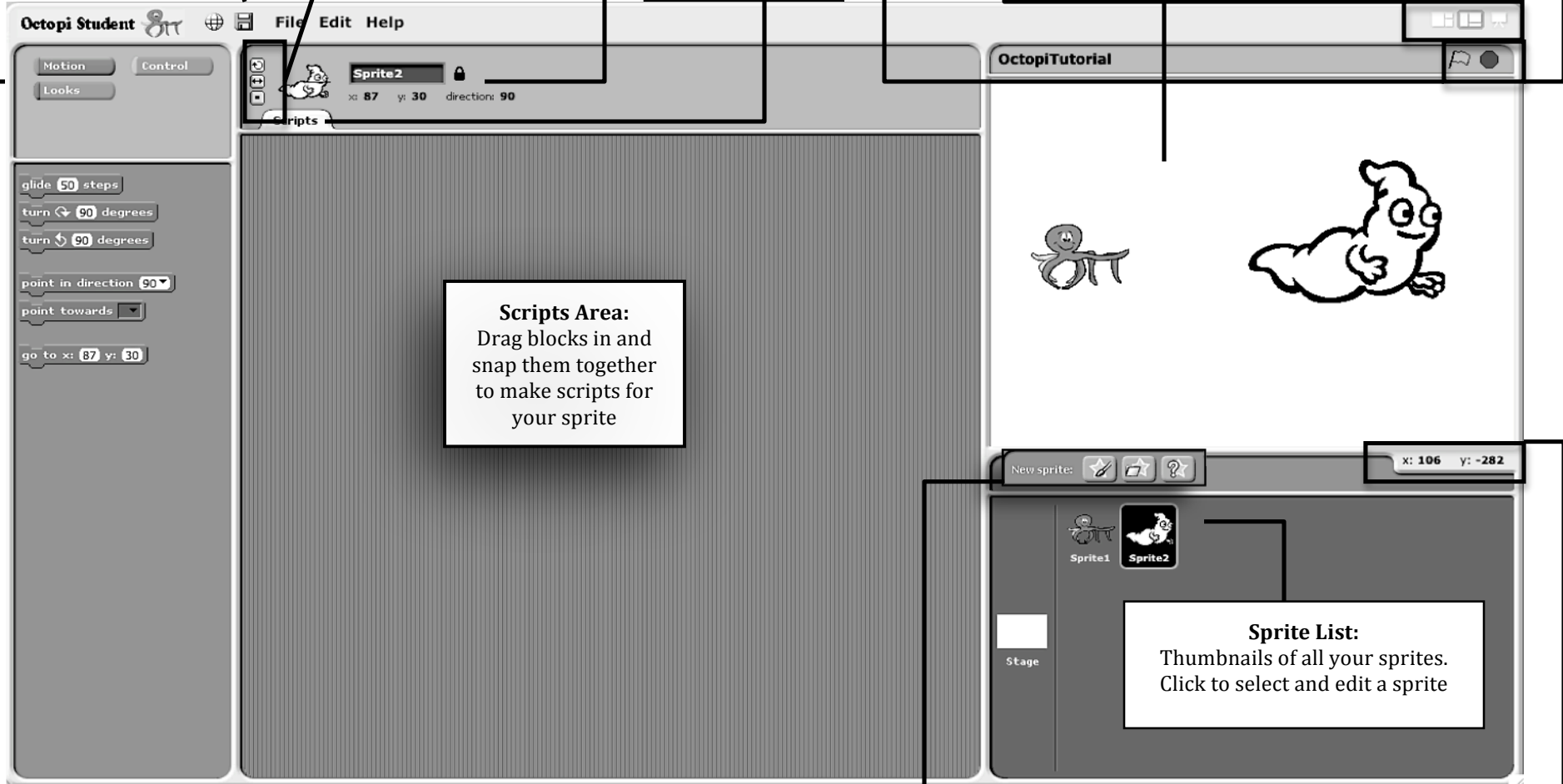
In later lessons there will also be a "Costumes" tab in addition to the "Scripts" tab where you edit scripts

Stage View:

Large or small Stage view

Presentation Mode:

Makes the stage full screen to present your project



Scripts Area:

Drag blocks in and snap them together to make scripts for your sprite

New Sprite Buttons:

In later lessons you can create a new character or object for your project

Sprite List:

Thumbnails of all your sprites. Click to select and edit a sprite

Mouse X-Y Display:

Shows the location of your cursor