

Knock Knock...

1. How **long** does the animation last for?
2. How many **sprites** are used?
3. What other **resources** are used?
4. What **interaction** is there with the user (you)?
5. **Describe** what happens during the animation.
6. Make a list of things you could do to **improve** the piece.

7. Look **closely** at each sprite. Make a list of **exactly** what each sprite does during the animation.

You might need to watch the movie several times.

Sprite name				
What it does				