Guide – Scarecrow Activities

The scarecrow, located inside the haunted barn offers two activities to the user.

The first activity is a simple quiz and this is part of the dialogue with the scarecrow NPC. The script can be found in **'scarecrow.txt'**.

When the user completes the quiz, the scarecrow offers a second activity. This activity is generated using the llRezObject command. This command generates the objects related to this activity: 3 boxes and a card. The script of the root prim of this activity can be found in **'boxes-main.txt'**. It can set the texture for the card object accordingly. It waits from messages from the boxes and if the correct box has been selected, it sends a message to the card object to make it move inside the box.

The script for one of the three objects can be found in **'boxes-box-button.txt'**. It just sends a message to ROOT, to notify that the user has selected this box.

The script for the card can be found in **'boxes-card-button.txt'**. It just waits for a message from ROOT and then it will move to one of the three boxes (llSetPos) while playing a success sound (llPlaySound).