CompSci 94
Classwork: Turning and Procedures
September 13, 2018

Prof. Susan Rodger
1) Put in the following characters

• From left to right:
  – Mad hatter
  – GoldenMonkey
  – Hare
  – redRover robot (resize much smaller)
2) Add in a procedure CameraFromAbove

• The camera should move to the goldenMonkey, then up 15 units above and then turn to look down.
• This is the same as the CameraFromAbove procedure in the lecture notes
• Call this procedure first in the story in myFirstMethod
3) Add code to Move the redRover

• The redRover should weave around the other characters and then off screen. Here is the path approximated, use turn!
4) Move the camera back to original position

- In the story, after the robot goes off screen, move the camera back to where it was originally.

- You may need to create a camera marker in the original position, then have the camera move and orient to it.
5) For each of the three remaining characters

- Create a procedure for each character to show something they can do special, such as a back flip. They should each do something different.

- Then in myFirstMethod add in code after the robot goes off screen for each of them to show off what they can do. They should each do their special procedure twice.
6) Write a scene procedure Bow

- All three characters should turn to face the camera and bow
- This procedure should be a scene procedure because it involves more than one object.
- This procedure should be called as the last thing in the story in myFirstMethod.