CompSci 94
Classwork: Mouse Event
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got one

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1) Setting up the scene

• Add in any ground cover, I used sand

• Drag in these objects so they are in positions similar to the picture on the next page
  – Biped: 9 bunnies, 1 tortoise
  – Color the bunny named bunny, the first bunny created, yellow
  – Put the yellow bunny in the very center of the scene
  – Spread the other bunnies out
  – Put the tortoise in the front right of the screen, with no bunnies behind it or to the right of it.

• See the picture on the next slide.
1) Setting up the scene (cont)
1) Setting up scene (cont)

- Create a Scene property that is an array named bunnies, and put all 9 bunnies in the array. (not all shown in the array below)
2) The game

• We will create a game where the tortoise will tell the player to click on the tortoise to start the game. The tortoise then will tell the player to click on the bunnies. Then the bunnies will all go below ground and one at a time randomly move up above ground and then back down. The yellow bunny always pops up in a different place. When a player clicks on a bunny the tortoise says “got one”. This game never stops.

• Follow the steps that follow to build this game.
3) Setup the special yellow bunny

• Go to scene setup.

• For one bunny, the yellow one, use a one-shot to move it down one.

• Add an object marker for it (BE CAREFUL, make sure bunny is selected before adding the object marker!)

• Move bunny back up above ground.

• You’ll use the object marker to always make sure the yellow bunny starts in the center before it moves to a random location
4) Tortoise event, **idea for this event only happening once**

- When the player clicks on the tortoise, the game will start. We only want this to happen once, so we will guard this event by making the tortoise change its opacity a little when the tortoise is clicked on, to 0.9. Then this event will only happen if the tortoise’s opacity is greater than that. So the event can only happen once.

- Follow the steps on the next slide to create this event.
4) Create Tortoise event

• Click on the `initializeEventListeners` tab, and then click on AddEventListener
  – Select mouse, and the add MouseClickOnObjectListener
    
    ```
    declare procedure mouseClicked
    do in order
    event getModelAtMouseLocation
    event getScreenDistanceFromLeft
    event getScreenDistanceFromBottom
    drop statement here
    ```
  
  – This event is ONLY for clicking on the tortoise
  – At the top click on “add detail” and select `setOfVisuals`, and `customArray`, and then create an array with just the tortoise.
4) Tortoise event (cont)

- Add code to do the following to the event for clicking on the tortoise (in this order):
  - If the tortoise has opacity greater than 0.95
    - At the same time move all the bunnies down 1 (to below ground)
    - Then change the opacity of the tortoise to 0.9 (you won’t notice). That makes this event only happen once
    - Then have the tortoise say “Try to click on the bunnies”
- Run your game. Click on the tortoise and the bunnies should move down.
5) Write **bunny** procedure named **moveRandom**

- This procedure is only for the bunny (yellow one) to always start in the center and then move a random direction.
- Add in a do in order
- You’ll want to have the bunny move and orient to the object Marker that you created earlier. Only Alice won’t let you access it. So you will need to create a parameter of type SThingMarker named bunny Marker.
- Have the bunny moveAndOrientTo the bunny Marker. This should happen instantly, in 0 secs.
5) **bunny** procedure `moveRandom` (cont)

- Next, at the same time, have the bunny randomly move forward from -3 to 3. If it generates a negative number then it will move backwards.
- At the same time the bunny moves forward, have the bunny move right from -3 to 3. If it generates a negative value then it will move the bunny left instead of right.
- That’s it.
- You’ll test this later, when you use it.
6) Write the game in myFirstMethod

• Add a doInOrder into myFirstMethod

• Have the tortoise say “Click on me to start the game”

• Add in a while true loop next and in the while:
  – You want one of the bunnies randomly to pop up. Generate a random index number and store it in a variable. There are 9 bunnies so this number should be from 0 to 8. Note this should be a whole number.
  – Have the bunny at the random index location move up 1 in 0.25 units, delay 0.5 and then move down in 0.25 sec.
7) Run your game.

• You will notice if you don’t click on the tortoise right away, the bunnies will start moving. We need to add a pause before the while loop that plays the game. How could we pause the game?

• We know the game is ready when the tortoise changes its opacity to 0.9

• See next slide to see how to pause the game
8) Pause in myFirstMethod

- In myFirstMethod, right after the tortoise says to click on it, add a while loop.
  - While the tortoise has opacity 0.95 or greater, do nothing, the while loop body is empty!
  - This first while loop exits when you click on the tortoise.
9) Now run the game

- The bunnies should not move until the tortoise is clicked on. Then the game should start.
- Try clicking on a bunny!
- At this point you don’t know when you have clicked on a bunny. Let’s fix that next.
10) Add an event for clicking on bunnies

- Click on the initializeEventListeners tab
- Add an event listener for clicking on mouse, addMouseClickOnObjectListener.
- This event is for any bunny. Click on add detail, then setOfVisuals, and then select the bunnies array.

- In the event, have the tortoise say “got one”
11) Run your game

- Click on the tortoise, and then try clicking on a bunny. The tortoise should tell you when you clicked on one.
- If it is too hard to click on a bunny, change the delay to longer when the bunny pops up.
12) Have the yellow bunny move randomly

- Whenever the yellow bunny is randomly chosen, we want it to first move to a random spot before it pops up.

- To add this:
  - Click on the myFirstMethod tab.
  - Right before the bunny moves up, check to see if the bunny selected is the yellow bunny OR check to see if it is the bunny named bunny. If it is, then have it moveRandom first.
13) Now play the game

- Whenever the yellow bunny pops up it should pop up in a different place.

- That’s it!

- We will add more to this game next time!