CompSci 94
Classwork: Flexible Procedures
September 20, 2018

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1) Setting up the scene

• Add in any ground cover, I picked desert grass
• Drag in these four objects placed all on top of each other:
  – Pig, whiteRabbit, tortoise, and Panda
Use one shots to spread them out

- WhiteRabbit will stay in place
- Tortoise moves to its left 4.5 units
- Pig moves to its left 3 units
- Panda moves to its right 3 units
- Then move the camera so you can see all four
Story to implement

The whiteRabbit waves and then waves higher. The tortoise does a flip saying something, then does another flip higher saying something else. Then the tortoise turns to the pig and says hello. The pig nods, shows off a flip and then the tortoise turns 1.5 times around the pig, ending up on the other side. Then the tortoise turns to the whiteRabbit and says hello. The whiteRabbit nods, shows off a backflip and then the tortoise turns 1.5 times around the whiteRabbit. Then the tortoise turns to the panda and says hello. The panda nods and does a flip. The tortoise turns around the panda. Now the tortoise is on the other side of the window. He faces the camera and does three backflips.
1) Write a WhiteRabbit procedure for a wave

- Use the **turn** procedure and turn the white rabbits **left clavicle** backward and then forward. The arm should be back where it started after waving.
- Add a parameter for how far to turn the arm
- In myFirstMethod, have the whiteRabbit wave twice, with different amounts, such as .15 and .25 for example
2) Write a biped procedure called flip

- The biped should a) move up, 2) then at the same time turn all the way around and say something, and 3) then move down to its starting location
- Add a parameter for the direction to turn
- Add a parameter for what to say
- Add a parameter for the height to move up (and use the same number to move down)
3) Add to myFirstMethod

- Have the tortoise do a forward flip by calling the `flip` procedure and saying something
- Then have the tortoise do a forward flip again by calling the `flip` procedure but this time jump higher and say something different
3) Write a tortoise procedure called circle

• Put in three parameters
  – A parameter named `friend` of type biped
  – A parameter named `direction` of type turn direction
  – A parameter named `phrase` of type `textString`

• The story for this procedure should be: (see next slide)
Story for circle procedure

- The tortoise should turn toward the friend
- The tortoise should say hello
- The friend shakes his head forward and backward and then does a flip 2.0 units up in the direction direction and says phrase while flipping
- The tortoise faces forward and then circles the friend 1.5 times, stopping on the other side of them
4) Story for myFirstMethod

- WhiteRabbit waves twice moving arm different amounts (already done)
- Tortoise does two front flips jumping different amounts and saying different things (done)
- Call circle proc with Pig as friend who does a front flip
- Call circle proc with whiteRabbit as friend who does a back flip
- Call circle proc with panda as friend who does forward flip
- Tortoise faces front and does three backflips (use count loop)