1) Setting up the scene
- Add in any ground cover, maybe sand?
- Drag in these objects so they are in positions similar to the picture on the next page
  - Biped: hare
  - Props: bowlingPin, banana, coconut
  - Quadruped: tortoise
- Put some small object (and then make invisible) or objectMarker on top of the desertTortoise. I used headOfPumpkin

2) Event: Hare jump when “j” is pressed
- Whenever the “j” key is pressed, the hare should jump up in the air about 2 units and then back down.
3) Event: Hare turns to its left 0.25 when “t” is pressed

- Whenever the key “t” is pressed, the hare should turn 0.25 to its left. Pressing it 4 times should make the hare go all the way around.

4) Event: If you click on the three small objects, they go to the hare

- Create one `eventListener` so if you click on either the coconut, bowlingPin or banana, it should go to the hare’s right hand
- The objects should stay in the hand if the hare turns

5) Event: Click on hare, all items in hand go on top of tortoise

- Set up an event to have the three items move to be on top of the tortoise.
- Glue them to the tortoise, so if the tortoise moves, they will move with it

6) Event – Set the tortoise to move with the four arrow keys

- Setup up an `eventListener` called an objectMover for the tortoise. Then the four arrow keys will move the tortoise (and also the items on its back)
7) Create Instructions

• Create a billboard with instructions.
• The billboard should be invisible or off screen.
• Then in myFirstMethod, when the Alice world starts, have the billboard show. This is the only command you should have in myFirstMethod
• You should add an event so you can click on the billboard to make it disappear

Example of Instructions

Instructions:

Click on an object and the hare will come over and collect it
Press J for hare to jump
Press T for hare to turn
Use arrow keys to move tortoise
Click on hare to give items to tortoise
Click on this picture to make it disappear