CompSci 94
Classwork: Simple Events
October 11, 2018

Prof. Susan Rodger
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
Placement of objects

• Place objects like in the picture

• Make the headOfPumpkin invisible and such that it will stay with the desertTortoise if it moves
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