Start Alice 3

- First choose a ground cover. I selected desert

The Interface

Scene view

Code editor panel

Methods panel

Click here to setup scene

Scene Setup

Large view of scene

Library of objects

Change camera view, just a little with controls!
Add in an cow named Cow and a cat named Cat

• There are two different ways to add an object to the world.
• Add the cow by clicking on it. Goes to the center
• Add the cat by click and drag it to the right of the cow. Name it “Cat”

Adjust the camera a little

• Want the cow and cat a little lower
• Click on leftmost set of arrows, the top one

Now ready to code. Click on “edit code”

• Click on the cow
• See Procedures, things Cow can do

Click and Drag in code

• Drag in DoInOrder from the bottom
• Drag in the Turn to face instruction into the DoInOrder and select Cat as the target.
• Then click on the cat and drag in the turn to face instruction to select the cow

• Click run and they turn
Add the following instructions

- The cat says “watch what I can do” then jumps over the cow
- The cow says “Whoa!!!”
- The cow turns around
- The cat turns around

Code would be:

What Happens

Part 2 – Build this project

- Create a new Alice project with grassy desert.
- Add in three objects: a person (you can build one) and two 4-legged dogs ScottyDog and poodle.
- Setup as:
Your program should do:

- Person says dogs are talented.
- Poodle says “I spin”, moves forward a little, and turns all the way around.
- ScottyDog says “I jump”, moves forward the same amount, turns and faces the poodle and then jumps over the poodle.
- Poodle says “me too” and then jumps over ScottyDog
- Both dogs turn to face front