CompSci 94
Classwork: Procedures, Movement
January 29, 2019

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1) Setting up the scene

- Add in any ground cover, I used grassy desert
- Drag in these objects so they are in positions similar to the picture on the next page
  - Biped: Panda, Pig
  - Flyer: Phoenix
Starting Scene

- Use these camera controls to adjust
2) Write the panda **bow** procedure

- Make sure you create the procedure as a **panda** procedure
2) the panda bow procedure (cont)

• Add in a do In Order
• The panda should bow like this once:

• Hint: use the part spineBase
• Test your bow by calling it from myFirstMethod
3) Write the pig procedure dance

- Here is how the pig dances

- First move:

- Then turns around once

- Last move:
Test the pig dance procedure

• In myFirstMethod. Test the pig dance procedure
4) Write the phoenix procedure `flapWings`

- First in `myFirstMethod`, have the phoenix spread its wings. The phoenix must have its wings spread before you call `flapWings`.
- Then create the phoenix procedure `flapWings`
  - The phoenix flaps its wings once with three movements, both wings at the same time.
  - The total time for the flap is one second.
  - See the pictures of the three movements next.
4) Phoenix flapWings (cont)

- Test flapWings in myFirstMethod
5) Now write myFirstMethod and the story

- First delete all the code in myFirstMethod, and then drag in a `doInOrder`.
- Here is the story to put in:
  - The panda bows, then faces the pig.
  - The pig dances, then the panda bows again.
  - The pig faces the panda, and the pig dances again.
  - Then the pig does the following movements:
Pig movements
Story continued

• Panda and phoenix turn and face each other at the same time.
• Then the phoenix spreads its wings, and then the panda bows
• The phoenix flaps once, then flaps once while moving up in one second.
• Then the phoenix moves forward and off screen, flapping its wings several times at the same time.
• The panda faces front, bows and says “the end”