CompSci 94
Move/Turn/Roll Instructions
DoTogether, Storyboards
January 24, 2019

Prof. Susan Rodger

Top 10 List – Surviving CompSci 94

10. Ask Questions
9. Watch the Videos
8. Visit your professor in her office
7. Learn how to spell Rodger
6. Start early and keep working until it is correct

Top 10 List (cont)

5. Read the Compsci 94 bulletin board - Piazza
4. Attend class – Be on time!
3. Disconnect (email, facebook, chat, text) and focus/think about what you are doing
2. Seek help when stuck (1 hour rule)
1. Keep number for Enzo’s Pizza handy

Instructions

• Move – how many directions to move?
• Turn – how many ways?
• Roll – how many ways?
Instructions

• Move – how many directions to move?
  – 6 ways – up, down, left, right, forward, backward
• Turn – how many ways?
  – 4 ways – left, right, forward, backward
• Roll – how many ways?
  – 2 ways – left, right

Object Parts

• Which instructions should you use with object parts? (turn, roll, move?)
  – Yes to turn and roll
  – No to move

Object Parts

• Which instructions should you use with object parts? (turn, roll, move?)
  – Yes to turn and roll
  – No to move

Other instructions

• Move
• Move to
• Move towards
• Point at
• Place
• Turn
• Turn to face
DoInOrder vs DoTogether

• Is the final result of movements from these two code blocks the same?

• Pig and Panda end up in the same place with either one

DoInOrder vs DoTogether - 2

• Is the final result of movements from these two code blocks the same?

• NO – Panda ends up in a different place with each code block
Panda DoInorder block

Storyboards
- Series of sketches
- Simple sketches
- List of objects

Complete Storyboard example

Title: A Space Scene

Objects used: astronaut(Amy), UFO, mushroom, rock, spaceship, alien

Scene: 1

Initial scene

Objects: Amy, spaceship, rock
Pixar does Storyboards

Class Today

- Storyboard
- Alice programming

Announcements

- RQ5 – will turn off 10:05am on Tuesday
- Assignment 2 due Tuesday