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?)
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?
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?
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

```plaintext
do in order

this.panda move FORWARD, 1.0, add detail
this.panda turn LEFT, 0.5, add detail
```

![Image of panda and pig moving and turning.](image)
Panda DoTogether

```
do together

this.panda move FORWARD, 1.0 add detail
this.panda turn LEFT, 0.5 add detail
```

Before: two pandas

After: a panda and a pig
Storyboards

- Series of sketches
- Simple sketches
- List of objects

Scene: 1

Initial scene

Objects: Amy, spaceship, rock
Complete Storyboard example

Title: A Space Scare

Objects used: Astronaut (Amy), UFO, tea Table (hidden), rocky Outcrop, alien

Storyboard

Initial Scene

Noise: An Alien appears to the right of the rock, Amy turns toward the rock.

Camera zooms in to get good look at Alien, then zooms back to original location.

Amy runs to ladder while Alien runs behind rock.

Amy goes up into spacecraft, then ladder goes up, Alien comes out of hiding.

Spaceship takes off and Alien says "Don't you want to play?"
Pixar does Storyboards
Announcements

• RQ5 – will turn off 10:05am on Tuesday
• Assignment 2 due Tuesday
Class Today

- Storyboard
- Alice programming