Boat Racing Game
Challenge #1

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Based off of the Boat Racing Game by Jenna Hayes
In this world, you must control a boat to travel through the 10 arches in the race course in order to win the game. The faster your time, the better you will do! We want you to modify this game so that you will know the average time your boat travelled between each pair of arches when the race ends.
Average Time

- We want to find the average time for each arch in this game.
Challenge

• For this challenge in the boat race world, you will need to complete the “average” function to calculate the average time of the boat between a pair of arches that it had to travel through and modify the “win” method to display the average speed between pairs of arches to the user once they have completed the game.
You are given the total time that the game took and you need to calculate the average amount of time/arch.

Hint: There are 10 total arches in the game.
world.win

• Now, modify this method so that the text that once displayed the timer displays the average time of the boat. Add other methods and explore Alice to see what you want to add to this, such as having the boat explain (“say”) what the value that you computed represents.