Carnival Assessment

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Overview

• This assessment is designed for beginners in Alice. It should take approximately 25 minutes.

• For preparation, be sure to complete at least one of the following Introduction to Alice Tutorials:
  – Shark Attack!
  – An Introduction to Alice: Astronaut and Humvee (Long) OR Astronaut and Humvee (Short) and Astronaut and Humvee Extras!
  – Getting Started Fish and Fairy
Concepts

• The following concepts will be tested in this assignment:
  – Positioning objects: Resize
  – Object Parts
  – Camera Views
  – User-Created Methods
  – Events: when a key is typed
  – Vehicle
  – DoTogether
  – asSeenBy
Set-Up

- Open the world AliceIntroduction Assessment.a2w
- Play the world: you’ll notice that it doesn’t work the way it’s supposed to.

I love carnivals!!!
Your job is to fix the world!

You will be making changes to the world so that Alice has a nice time at the carnival!

This video shows what the world should look like when you’re done...
Final Video
Part 1: Resize Alice

Alice is far too small!

Make Alice as tall as the popcorn cart using the Positioning Tools.

Hint: Access the Positioning Tools by clicking the green Add Objects button.
Editing Methods

• You will also need to change the methods.
• Click on world in the object tree, and go to methods
• The world has three methods:
  – My first method
  – AliceRideCarousel
  – AliceRunAroundFountain
Editing Methods

• To access the methods, click **edit**

• The methods have comments that tell you where to fix or add code.
Part 2: My first method

This is what your `world.my first method` should look like:

<table>
<thead>
<tr>
<th>Camera</th>
<th>Set point of view to</th>
<th>StartView</th>
<th>more...</th>
</tr>
</thead>
</table>

```
// TO DO: Alice should move up, turn, and say "I love carnivals!" at the same time.
```

<table>
<thead>
<tr>
<th>Alice</th>
<th>move up</th>
<th>0.5 meters</th>
<th>more...</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Alice</th>
<th>turn left</th>
<th>1 revolution</th>
<th>more...</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Alice</th>
<th>say</th>
<th>I love carnivals!!!</th>
<th>more...</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Alice</th>
<th>move down</th>
<th>0.5 meters</th>
<th>more...</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Alice</th>
<th>say</th>
<th>I want to ride the carousel and play around the fountain!</th>
<th>more...</th>
</tr>
</thead>
</table>

| Alice | say | Press C for me to ride the carousel. Press F for me to run around the fountain. |  |
Part 2: My first method

It looks a little strange when Alice says “I love carnivals!!!”. **Change the method so that Alice moves up, turns, and says “I love carnivals!!!” at the same time.**
Part 3: Add Events

Alice says press F and C, but nothing happens!

Add code to make the world go to AliceRunAroundFountain when ‘F’ is pressed and AliceRideCarousel when ‘C’ is pressed.

Hint: Click on “create new event” in the events editor, at the top right corner.
Part 4: AliceRideCarousel

This is what your `world.Alice Ride Carousel` method should look like:

```plaintext
// TO DO: Alice should be attached to horse4 of the carousel.
```

```plaintext
camera   set point of view to carouselView   more...

Alice   move to carousel.base.horse4   more...

Alice   orient to carousel.base.horse4   more...

carousel.carouselAnimation

Alice   say Yay!   more...
```
Part 4: AliceRideCarousel

When Alice goes to ride the carousel, the carousel turns but she is not attached! **Add one line of code to attach Alice to horse4 of the base of the carousel.**

```
camera set point of view to carouselView more...
Alice move to carousel.base.horse4 more...
Alice orient to carousel.base.horse4 more...

// TO DO: Alice should be attached to horse4 of the carousel.
carousel.carouselAnimation
Alice say Yay! more...
```

**Hint:** DO NOT enter the carousel Animation method. You will be adding code from Alice’s properties.
Part 5: AliceRunAroundFountain

This is what your `world.AliceRunAroundFountain` method should look like:

```
// TO DO: Set the camera's point of view to the Fountain View

Alice move to fountain duration = 0 seconds more...

Alice turn to face camera duration = 0 seconds more...

Alice move forward 7 meters duration = 0 seconds more...

Alice think Fountains are fun to run around.. more...

Alice turn left 0.25 revolutions more...

// TO DO: Alice should turn around the fountain

Alice turn left 1 revolution more...
```
Part 5: Fountain Camera View

Alice talks, but we can’t see her! **Set the camera to look at `fountainView` at the beginning of `AliceRunAroundFountain`**.

```
// TO DO: Set the camera's point of view to the Fountain View

Alice move to fountain duration = 0 seconds
Alice turn to face camera duration = 0 seconds
Alice move forward 7 meters duration = 0 seconds
```

**Hint:** Add code that sets the camera’s point of view to the `Camera View fountainView`. 
Part 6: Alice Turn

Instead of running around the fountain, Alice just turns. **Fix the code so that Alice is turning around the fountain.**

**Hint:** Alice will turn left 1 revolution as seen by the fountain.
All Done!

Check that your world matches the final video.

If so, congratulations! You’re ready to move on to the topical tutorials of Alice!