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.
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...

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.

Final Video

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

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.**

```plaintext
// TO DO: Alice should move up, turn, and say "I love carnivals!!" at the same time.
Alice move up 0.5 meters
Alice turn left 1 revolution
Alice say I love carnivals!!!
```

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.

```
Alice say Press C for me to ride the carousel. Press F for me to run around the fountain.
```

**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:

```python
camera.set point of view to carouselView
Alice move to carousel.base.horse4
Alice orient to carousel.base.horse4
// TO DO: Alice should be attached to horse4 of the carousel.
carousel.carouselAnimation
Alice say Yay!
```

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.**

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:

```python
// 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
Alice think Fountains are fun to run around.
Alice turn left 0.25 revolutions
// TO DO: Alice should turn around the fountain
Alice turn left 1 revolution
```

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

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.**

![Code snippet with arrows indicating changes](image)

**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!