Alice Programming Assessment:  
*Parameters*

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Challenge Overview

- This assessment is designed to cover parameters in Alice. *It should take about 20 minutes to complete this challenge*

- Before attempting this challenge please complete: “*Creating Simple Objects with Shapes and Textures: Texture Maps*”

Starter World

- Open the textureMapsChallenge.a2w world

- You will see that there are already objects and methods written

- Press play and view the current state of the world

Goal

- This world is not yet complete. The goal of the challenge is to have the camel change his skin to hide from the snake, then change back when he is no longer hiding

- The snake’s water cup should also follow him to the water cooler.  
  – Right now it is left behind and the cup moves from the pyramid scene to the cooler

- YOU MUST FIX THE WORLD!
Methods

- There are 3 world methods and 4 camel methods that have been written
  - The only methods you will need are `world.myFirstMethod` and `camel.hide`
- There are comments in both of these methods to help!

Fixing `camel.hide`

- Find `camel.hide` in the camel's methods tab. Click edit and look at the code and comments.
  - Change the camel so he blends in with the pyramid and can hide from the snake
  - Hint: Properties can be changed inside of a method!

Changing camel back!

- The camel cannot stay like the pyramid forever. He needs to be changed back!
  - Change the camel back to his original skin in `world.myfirstmethod`!
  - You should do this after he realizes the snakes needs help! *(WATER? I can help!)*

Water cup

- The snake wants to fill his cup up with water, but when he moves to the water cooler the cup stays behind!
  - Make sure the cup follows the snake when he moves!
Play World!

• If in your world the camel changes at appropriate times and the cup follows the snake YOU HAVE COMPLETED THE CHALLENGE!

• CONGRATULATIONS!