Event Listener Assessment

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Assessment Overview

• This assessment is designed to test your understanding of event listeners
• Before completing this assessment, you should complete the memory matching challenge or otherwise familiarize yourself with listeners

Go to initializeEventListeners

• We will create four listener blocks
• One from keyboard
• One from position/orientation
• Two from mouse

Arrow Key

• Set the soccer ball to move with the press of an arrow key
  – Choose the direction to be Forward_Backward_Left_Right
  – The distance should be 0.5m
  – The animation style should be Begin_And_End_Abruptly
Collision

• Make a collision start listener using the soccer ball and the three bowling pins
• When the soccer ball collides with any of the pins all three pins should at the same time turn backwards 0.25 revolutions

Mouse Click 1

• When the penguin is clicked
  1. Set the Paint of the ground to snow
  2. Delay for 2s
  3. Set the Paint of the ground back to grass

Mouse Click 2

• When the horse or the manx cat is clicked
• Have the object clicked move up 1m and then move down 1m

Congrats!

• You’re done!
• Run the world and try to use the mouse and keyboard to activate the event listener blocks
• The completed world can be found