Alice 3 Programming Assessment: Lists

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Adapted from Alex Boldt’s Alice 2 assessment, “Lists Assessment”
Assessment Overview

• This assessment is designed to cover use of lists of objects and how to manipulate parts of objects using lists. *It should take 20-25 minutes to complete this challenge.*

• Before attempting this challenge, please complete the tutorial: “*Making Objects Move in Unison: Using Lists*”
Starter World

• Open the listsAssessmentStart.a3p world
• You will see that there are already objects and methods written: this.salute and this.armCrook
• You will be editing myFirstMethod and salute
• Play the world to view the current state
The Problem

• Currently, the soldiers awkwardly move their arms instead of actually saluting.
• The goal is to have all of the soldiers move one meter forward together, then all of them turn to the left one at a time, and then all of them salute correctly together.
myFirstMethod

• myFirstMethod needs code to move all of the soldiers forward one meter at the same time

• Next, the soldiers should all turn left one quarter of a revolution at a duration of 0.5 sec one at a time

• Use the type biped
Salute

• Salute needs code added that turns the right shoulder of all the soldiers right 0.3 revolution *at the same time*

• Use the shoulderList and the type Sjoint

• Use the code given as a hint/template
Completion

• Run the program. If all the soldiers move forward together, turn left one at a time, and then salute correctly, you have completed the assessment!
• You can check with the solution online.
• Congratulations!!