Alice 3 Programming Assessment: Parameters

Assessment Overview

• This assessment is designed to cover parameters in Alice 3. *This assessment should take about 15-20 minutes to complete.*

• Before attempting this challenge, please complete the tutorial: “Alice 3 Parameters Video Tutorial” or another parameters tutorial.
Starter World

• Open the `parameterAssessmentStart.a3p` world
• You will see that there are already objects and methods written
• If you press play and click on any of the objects in the world, the bunny will move to the banana and eat it

Goal

• The goal of the world is to have the bunny move to any of the objects in the world once they are clicked on
  • If the object is healthy, she will eat it
  • If it isn’t, then she will not eat it
• Your job is to fix the world so that it works!
Methods

• There are only two methods in this world
  • this.myFirstMethod
  • this.bunnyEat
• Your changes will be made in bunnyEat
  • Find bunnyEat in the Scene tab
• There are comments in the method to help!

Fixing bunnyEat

• First
  • Update the method so that instead of the bunny only visiting the banana, she is able to visit any of the objects
Fixing bunnyEat

• **Next**
  • Change the eventListener so that the bunnyEat executes when a treat is clicked on.

Fixing bunnyEat

• **Last**
  • Make sure the bunny does not eat **ANY** of the cakes!!
  • Right now, she will eat cake2 and cake3!
Completion

• If in your world, you are able to visit all of the objects and the bunny only eats the fruits and vegetables, you have completed the challenge!
• You can compare to the solution online.
• Congratulations!!