Alice 3 Programming Assessment: Parameters

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Adapted from Samantha Huerta’s Alice 2 assessment, “Parameters Assessment”
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!!