

In the first projects you are going to design and create your own world. In this world there are two separate areas in your world: question1 and question2. At the beginning Alice, or some other character, should say who wrote the program, this can be done in the question1 area or in a startup area. You can work in groups of 1 or 2. With 2 programmers both names should be shown and both names should be written or displayed in the submission as authors. In each area an "Alice" figure asks the player a question. The player answers by clicking on the correct answer. If the player clicks on an incorrect answer Alice (or the Alice visible in the current view) says a helpful response. If the player answers correctly Alice tells the user they are correct. After Alice has told the player they are correct, the camera view changes to the next question area. That is, after question1 area's question is answered correctly, the scene changes to show the view for question2 area.

In this project you will write methods and events. The methods ask and respond to questions and do other actions. The events are used to determine the player's answer. The first 4 tutorials and BeginAlice lectures provide you with all the information about programming in the Alice 2.2 environment that you need to know. Be sure that statements spoken by Alice or other objects in the scene, and other durations of events, are appropriately timed. The scene should not go by too fast, or way too slow (slow is better than fast – since the world can be played faster).

Do not use "If/Else", "Loop", "While", "For all in order", or "For all together" control statements in this project. We will use some of these in project 2. This project's purpose is for you to gain experience creating a world, creating methods, calling methods, responding to events, and perhaps using variables and expressions. You need to design each question area and then program it. I suggest you divide the world into 2 areas and work through one question before planning and developing your second question.

Submission. There are 3 parts of your submission. First, you need to take a snapshot of each question area and print it. Second you need to export your events and methods to an *.html file and print the file. The two print outs should be stapled together and handed in. For the third part you need to email a copy of your world (the file should have the form authorName.a2w) to my CSUN email address. The subject header line should be: "Comp 108 p1 <your names>". For example, "Comp 108 p1 Mike Barnes and Ima Student".

Grading. A correct completion of the assignment that only meets the above requirements using the minimum but appropriate methods and events will earn a B- grade. Partial completion of the project will earn a lower grade. You need to have methods and events written to earn a C grade. More interesting and active submissions can earn higher B and A grades depending on what is done. For example, just adding more objects in the scene will not add much to your grade. Do the minimum assignment first! That way you have a "grade in the hand". Make a copy of this world that you don't change (save as with a different name). Then if you have time, work on extensions to the projects.

Extensions to consider:

1. When the player makes a wrong answer Alice shakes her head and or makes other movement.
2. When a player makes a correct answer Alice is happy. She dances or does some other happy movement.
3. When all questions are answered correctly there is a celebration scene where characters show their approval.
4. Inside a question area the other objects / characters (perhaps the answers) also respond (say or move) to the player's responses.
5. Have a third area and question. The question / answers puzzles should be different.\

