Instructions

• Move – how many directions to move?
  – 6 ways – up, down, left, right, forward, backward

• Turn – how many ways?
  – 4 ways – left, right, forward, backward

• Roll – how many ways?
  – 2 ways – left, right

Object Parts

• Which instructions should you use with object parts? (turn, roll, move?)
Object Parts

• Which instructions should you use with object parts? (turn, roll, move?)
  – Yes to turn and roll
  – No to move

Other instructions

• Move
• Move to
• Move towards
• Point at
• Place
• Turn
• Turn to face

DoInOrder vs DoTogether

• Is the final result of movements from these two code blocks the same?

DoInOrder vs DoTogether

• Is the final result of movements from these two code blocks the same?

• Pig and Panda end up in the same place with either one
DoInOrder vs DoTogether - 2

- Is the final result of movements from these two code blocks the same?

- NO – Panda ends up in a different place with each code block
What goes into a Storyboard?

- Sketches
- List of objects
- Brief description of a sketch
- Show motion with arrows
- Number the sketches

Storyboards

- Series of sketches
- Simple sketches
- List of objects

Scene: 1

Initial scene

Objects: Amy, spaceship, rock

Complete Storyboard example
Pixar does Storyboards

Announcements

- Assignment 1 due Thursday, Sep 2, 11:59pm
- Consulting hours
  - See help tab on course web page
- Prof. Rodger has zoom hours
  - See info tab on course web page

Sakai Quizzes

- Last Chance for QZ1-QZ3 beginning of next week
  - QZ1, QZ2 and Q3 – turn off Sept 7 when lecture starts
- Starting Next week, Quizzes turn off when lecture starts on the day they are due
  - QZ4, QZ5, etc – TURNS off when lecture starts!

Class Today

- Storyboard
- Alice programming
- Check off when done or in next class period