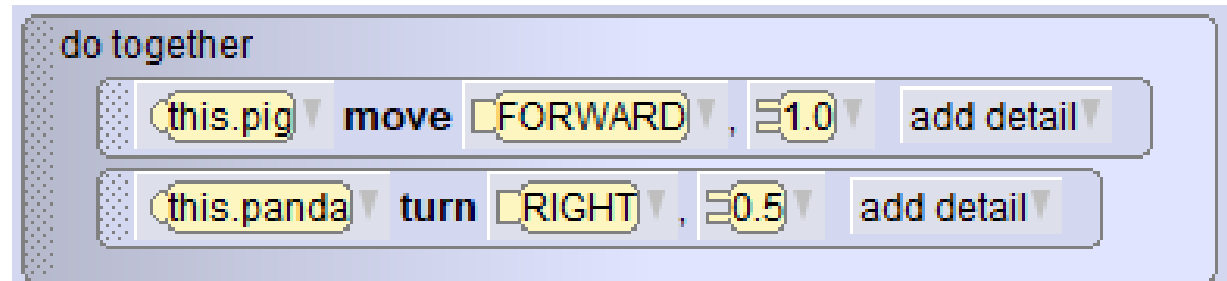


CompSci 94

Move/Turn/Roll Instructions

Do Together, Storyboards

September 6, 2022



Prof. Susan Rodger

Today – Assigned Seats!

- Assigned partners to work with
 - Keep same partner for a few classworks
 - Chance to meet others in the class
 - Posted in Sakai Announcement
- Work on questions Q1-Q5 together!

Q1. Instructions

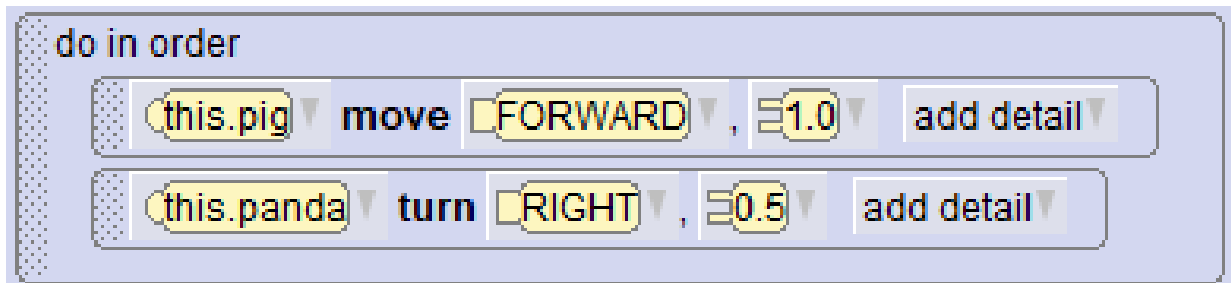
- Move – how many directions to move?
- Turn – how many ways?
- Roll – how many ways?

Q2. Object Parts

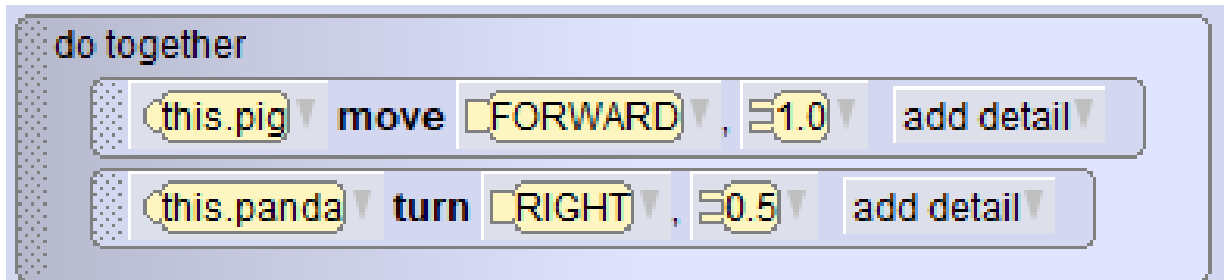
- Which instructions should you use with object parts? (turn, roll, move?)

Q3. DoInOrder vs DoTogether

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



A Scratch 'do in order' code block containing two lines of code. The first line is 'this.pig' followed by 'move FORWARD, 1.0' and 'add detail'. The second line is 'this.panda' followed by 'turn RIGHT, 0.5' and 'add detail'.



A Scratch 'do together' code block containing two lines of code. The first line is 'this.pig' followed by 'move FORWARD, 1.0' and 'add detail'. The second line is 'this.panda' followed by 'turn RIGHT, 0.5' and 'add detail'.

Q4. DoInOrder vs DoTogether - 2

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

The image shows two code blocks from a visual programming environment. The first block, titled "do in order", contains two sequential code blocks: "this.panda move FORWARD, 1.0 add detail" followed by "this.panda turn LEFT, 0.5 add detail". The second block, titled "do together", contains two parallel code blocks: "this.panda move FORWARD, 1.0 add detail" and "this.panda turn LEFT, 0.5 add detail".

do in order

- this.panda move FORWARD, 1.0 add detail
- this.panda turn LEFT, 0.5 add detail

do together

- this.panda move FORWARD, 1.0 add detail
- this.panda turn LEFT, 0.5 add detail

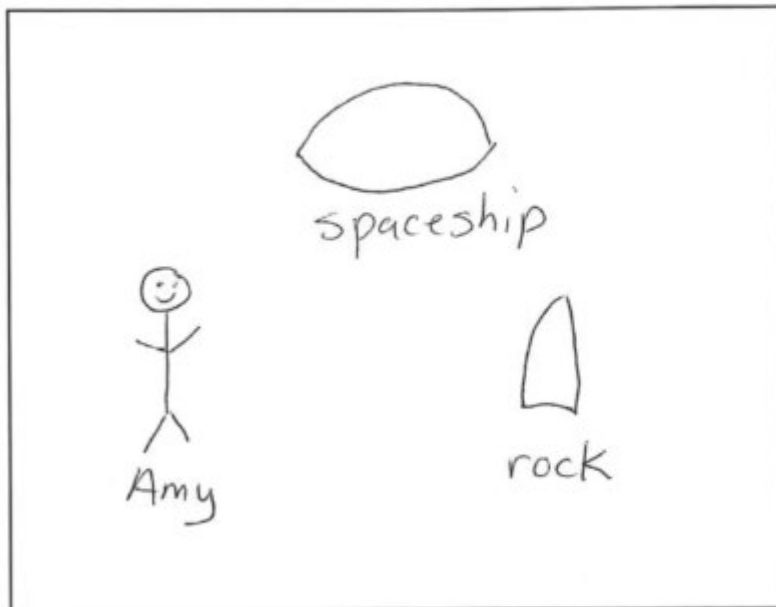
Q5. What goes into a Storyboard?

STOP HERE

Storyboards

- Series of sketches
- Simple sketches
- List of objects

Scene: 1



Initial scene

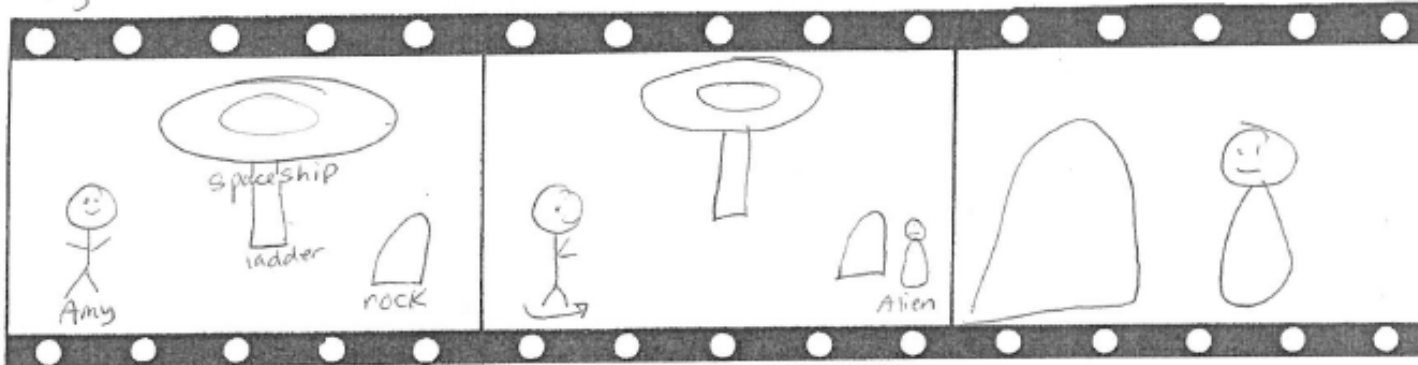
Objects: Amy, spaceship, rock

Complete Storyboard example

Title: A Space Scare

objects used: Astronaut (Amy), UFO, teaTable (ladder), rockyOutcrop, alien

Storyboard



Initial Scene

Noise! An Alien appears to the right of the rock. Amy turns toward the rock

Camera zooms in to get good look at Alien. Then zooms back to original location

Name:

S. Rodger



Amy runs to ladder while Alien runs behind rock

Amy goes up into spacecraft. Then ladder goes up. Alien comes out of hiding.

spaceship takes off and Alien says "Don't you want to play?"

9/6/22

Other instructions

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

Sakai Quizzes Turn off soon!

- Last Chance for QZ1-QZ3 beginning of next week
 - QZ1, QZ2 and QZ3 – turn off Sept 13 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!

Consulting Office/Hours

How do they work?

- Office hours with Prof Rodger
 - Mon 4-5pm, Tue 1-2pm, Thu 4-5pm
 - In Person LSRC D237
 - OR Join her zoom link – Posted in Sakai in Announcements
 - Help people in order they show up
 - Happy to answer questions you have
 - Limit time if lots of people

Consulting Office/Hours (2)

How do they work?

- Consulting hours with TA/UTAs
 - See hours posted on website Mon-Fri
 - All hours online
 - SEE announcement in Sakai
 - Create an account on MyDigitalHand Beta
 - Must add CompSci 94 with code posted in Sakai
 - Do this now!
 - To get help, Login and they will send you a zoom link and help you (see video)

Announcements

- Assignment 1 due Thursday, Sep 8, 11:59pm
- QZ03 due Thursday
- Finish classwork from today

Class Today

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

