

CompSci 94 Adventure Game November 14, 2024



Prof. Susan Rodger

Announcements

- Final Project Deadlines
 - Want assigned partner? – by Nov 12, 8pm
 - Part 1 due Nov 14 – partner or alone?
 - Part 2, Story board, Alice Program, due Nov 21
 - Part 3, Game and Explain Video, is due Nov 25
 - Part 4 and 5, demos and feedback is Dec 3 and 5
- Exam 3 is November 19
 - See review slides from Nov. 19 lecture
 - See old tests

How to study for the exam

- Practice problem solving
- Redo a classwork, or a procedure or function for a classwork
- Try redoing something from a lecture
- Rewatch videos, redo online quizzes
- Understand topics – reread over lecture notes
- Look at old Alice 3 test 1's and old test 2's
- Old Alice 2 tests – think, how would I do this in Alice 3

Review 1: Given an array of pandas named **pandas**.
Double the size of every other one starting with the
second one in the array, one at a time

Problem: Given an array of pandas named **pandas**. Double the size of every other one starting with the second one in the array, one at a time

```
WholeNumber index ← 1
while index < pandas.length
    pandas[index] resize 2
    index ← index + 2
```

USE array index loop!

CompSci 94 Fall 2024

5

Review 2: How do you force events to only happen at certain times?

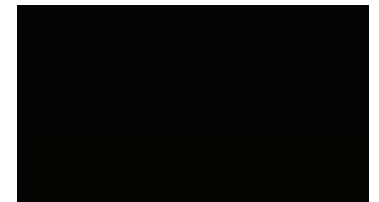
How do you force events to only happen at certain times?

- Use an if statement with a condition that must be true
 - If statement is first thing in the event and must be true for the action in the event handler to happen
 - For example, event true if opacity is > .95
- Use a state variable – scene property
 - Use a string with values such as “setup”, “playlevel1”, “setupLevel2”, “playLevel2”, and “gameover”
 - You control game flow

CompSci 94 Fall 2024

7

Q1. What object could one use to make a scene dark for a scene change?



CompSci 94 Fall 2024

8

Q1. What object could one use to make a scene dark for a scene change?



- Use a black billboard
- Or any object that can be painted black and made large

Q2. How does one make a scene dark for a scene change?



Q2. How does one make a scene dark for a scene change?

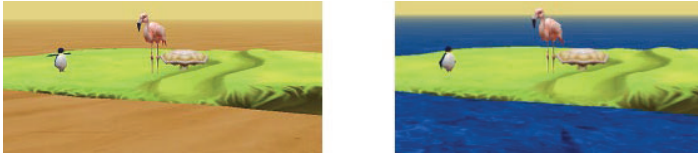


- Use a black billboard
- Resize it large
- Have it come down to cover the scene for a scene change
- Or glue it in front of the camera and make it visible

Q3. How does one change the ground from sand to water?



Q3. How does one change the ground from sand to water?



- Use the ground setPaint method with special paint colors such as water

Q4. How does one change scene from grass scene to island in water?



Q4. How does one change scene from grass scene to island in water?



- Make scene dark (black billboard)
- Move the camera to the new scene
 - Make sure to glue billboard to camera!
- Change the ground to new ground
- Move object (penguin) to objectMarker
- Make billboard disappear

Class Today – Adventure Game

