**Final Project Design**

*You must submit this entire document along with the corresponding Alice file at each phase of the design. You will add to both the document and the Alice project at each step. By the last week of the semester, your project will be almost complete.*

**Save this file as Lastname\_Firstname\_FinalProject.docx
Do Not delete any part of this document or reformat it.**

**Final Project Step 1: Proposal: Fill out lines 1.A to 1.H on this form. Start the program and complete steps 1.I, 1.J and 1.K in the Alice program.**

**1.A: Your name:**

**1.B: Title of story:**

This must be a known story featuring people or other bipeds! (In Alice, Bipeds stand on two legs. In addition to people the Wolf, Pig, Rabbit and a few other characters are bipeds.) Link to the website where this story can be found.

**1.C: Link:**

**1.D: Synopsis**: A synopsis of the story you are going to tell. Write the synopsis as 5 or 6 sentences that give the major events of the story.

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*

**1.F: Your movie must have 3 different locations (Cottage, Forest, Town, Palace, etc.) List the locations here:**

*
*
*

Your movie will be interactive.
**1.G: Give an alternate ending that could result based on the user clicking something.**

**1.H: What choice will the user make that will result in the second ending?**

**1.I: Why did you pick this story?**

**Start a new Alice 3 project, if you are going to have a room in your story, be sure to select the room to start.**

**1.J Save the project as Lastname\_Firstname\_FinalProject1.a3p
1.K: Add comments to my first method with your name, title of the story, and the synopsis.**

**1.L: In setup scene view, add all the characters and animals that will be in the movie.**

**Submit this document: Lastname\_Firstname\_FinalProject.docx, with Step 1 completed (nothing deleted) and the Lastname\_Firstname\_FinalProject1.a3p file in assignments.**

**Final Project Step 2: Algorithm, Storyboard, and Sound**

Using the synopsis of the story, create a storyboard showing each of the major steps that will occur. Your storyboard must have at least 10 frames with a unique title, the major events, characters, location changes, and dialog. The storyboard is your own work. You can draw stick figures on paper, then take a picture or use any drawing software. You may NOT use artwork done by anyone else.
**2.A: Paste the storyboard here:**

**2.B: What is the title of each frame (use Alice naming conventions):**

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*
*
*
*
*
*
*

**2.C: Open the final project, lastname\_firstname\_finalproject1.a3p, and save it as lastname\_firstname\_finalproject2.a3p.**

**2.D: Add comments to show the title of each frame of the algorithm.**
*Each frame of the algorithm must have a title and be a separate comment.*

If there are items in your story that are not in Alice, how have you represented them?
Billboards can display a picture, or you can substitute something.

**2.E: Name one thing you had to make a substitution for.**

From the menu select Project, Resource manager, import audio. Import at least 3 sounds that you will use in the final project.

**2.F: List those 3 sounds here.**

*
*
*

**Submit this document: Lastname\_Firstname\_FinalProject.docx, with Steps 1 to 2 completed (nothing deleted) and the Lastname\_Firstname\_FinalProject2.a3p file in assignments.**

**Final Project Step 3: Final Project Locations**

**Open the final project, lastname\_firstname\_finalproject2.a3p, and save it as lastname\_firstname\_finalproject3.a3p.**

Create your 3 locations with one location on the left, one in the middle and one on the right. (You can move them around with code later.) Create a camera marker for each location.

**3.A: List those 3 locations here with the name of the camera marker.**

*
*
*

**3.B:** Move all the characters and objects to the location where they first appear.

**Submit this document: Lastname\_Firstname\_FinalProject.docx, with \*Steps 1 to 3 completed (nothing deleted) and the Lastname\_Firstname\_FinalProject3.a3p file in assignments.**

**Step 4: Final Project Scene Procedures**

**Open the final project, lastname\_firstname\_finalproject3.a3p, and save it as lastname\_firstname\_finalproject4.a3p.**

For each of the lines of the synopsis create a **Scene Procedure**. Add comments to each scene procedure to tell what happens in that scene. List the location, actors, and props that you will use in each scene. For now, just include the main story, not the alternate ending.

* Add the code to move the camera marker to the location for the scene.
* Add all the dialog from the storyboard to the correct Scene Procedure. *(You should complete at least 5 scene procedures at this step.)*
* Add the code to play the sound in the scene procedure where it belongs.
* Add comments to tell what actions will take place: walk, bow, climb, etc.

**Do not add the code to MyFirstMethod.**

**Add calls to the procedures to MyFirstMethod.**

**4.A: Fill out the table for 5 scene procedures:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Scene Procedure** | **Camera Marker** | **Characters** | **Sound** |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

 **Submit this document: Lastname\_Firstname\_FinalProject.docx, with Steps 1 to 4 completed (nothing deleted) and the Lastname\_Firstname\_FinalProject4.a3p file in assignments.**

**Step 5: Final Project Interactions:**

**Open the final project, lastname\_firstname\_finalproject4.a3p, and save it as lastname\_firstname\_finalproject5.a3p.**

Tell how you will make the story interactive? List at least two questions the actors ask of the user. The answer must change the movie in some way. Example: How many times should I knock? Should I go left or right? Etc. Should I pick some flowers? If the user answers yes, call a separate scene procedure to pick the flowers. The user choices here should not change the ending, we will add the alternate ending in the last step. Add the variables and the questions to store the results in the variables to the **Scene Procedure** where the question will be asked. **Do NOT add any code to MyFirstMethod. Any new code should be in one of the scene procedures.**

**5.A: Fill out the table for 2 questions:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Scene Procedure** | **Question** | **Variable** | **Action** |
|  |  |  |  |
|  |  |  |  |

In Alice, you can select an object by clicking on it. List one choice the user can make by clicking on the choice. Example: Click on the tool that will open the lock. Click on each pig to make him run away. Click on the gate to open it. (You will add the clicking part later.)

**5.B: What Choice can user makes by clicking:
Example:** Click on the hammer to chop down beanstalk.

**5.C: complete all the scene procedures at this step.**

**Submit this document: Lastname\_Firstname\_FinalProject.docx, with Steps 1 to 5 completed (nothing deleted) and the Lastname\_Firstname\_FinalProject5.a3p file in assignments.**

**Step 6: Biped Procedures**

Open the final project, lastname\_firstname\_finalproject5.a3p, and save it as **lastname\_firstname\_finalproject6.a3p.**

From the actions you listed in step 3, create at least 3 biped procedures. For each procedure add comments to tell what occurs. Add calls for each procedure at the appropriate places, replacing the code that you wrote previously.

The procedures will work for all instances of the class, so add parameters to the procedures so that some can walk faster or slower, etc. Make sure that you replace constants in the code with the parameters.

**6.A: Fill out the table for 2 biped procedures:**

|  |  |
| --- | --- |
| **Biped Procedure** | **Parameters** |
|  |  |
|  |  |

**6.B: Add calls to these procedures to scene procedures, not MyFirstMethod.**

You may have the same actions in more than one scene. For instance, **walking** may occur for multiple characters, in multiple scenes.

|  |  |
| --- | --- |
| **Biped Procedure** | **Calling Scene Procedure(s)** |
|  |  |
|  |  |
|  |  |

 **Submit this document: Lastname\_Firstname\_FinalProject.docx, with Steps 1 to 6 completed (nothing deleted) and the Lastname\_Firstname\_FinalProject6.a3p file in assignments.**

**Step 7: Arrays**

**Open the final project, lastname\_firstname\_finalproject6.a3p, and save it as lastname\_firstname\_finalproject7.a3p.**Find someplace where several objects do the same thing. Modify the code to use an array. For instance, you may want to make several items invisible by setting the opacity to 0. Create an array of these things, then use a loop to change the opacity.

**Do NOT add any code to MyFirstMethod. Any new code should be in one of the scene procedures.**

**7.A: Take a screenshot of the code to show the array you added. Paste the screenshot here:**

**Submit this document: Lastname\_Firstname\_FinalProject.docx, with Steps 1 to 7 completed (nothing deleted) and the Lastname\_Firstname\_FinalProject7.a3p file in assignments.**

**Step 8: Events and Alternate Ending**

**Open the final project, lastname\_firstname\_finalproject7.a3p, and save it as lastname\_firstname\_finalproject8.a3p.**

**8.A: Add the click event to the code. Add another event. Take a screenshot of the code and paste it here:**

**8.B: Add the code to call the regular ending or the alternate ending depending on which object is clicked. Take a screenshot of that code and paste it here:**

**8.C: Modify myFirstMethod so that the ending is not called from myFirstMethod, but from the click event.**

**Submit this document: Lastname\_Firstname\_FinalProject.docx, with Steps 1 to 8 completed (nothing deleted) and the Lastname\_Firstname\_FinalProject8.a3p file in assignments.**

**Finish:** Continue to add the finishing touches to the final project. Be sure to add comments and save often using a progression of numbers as you have done throughout the design process.