**Checklist: Programming Assignment: Final Project**

**Description**: Create an Alice3 world to animat3 a **known** fairy tale, myth or folk tale. **This is NOT a story that you make up.** All worlds must use appropriate material. No profanity, nudity, strong violence or anything else inappropriate.

This checklist will help you to meet the high standards for this assignment. Please make sure that you have read each item and provided any code or description that is required.

From the menu select Window, Preferences, Java code on the side so that you can copy and paste the code into the checklist.

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### Checklist

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It has at least six events and event handlers (keyboard, mouse, timer, etc.) (2 points)

 Please give a brief description of the 6 events:
It is interactive in at least two ways and varies the actions according to the user's actions. (1 point) Explain:
Instructions for navigating are displayed at the beginning or as they are needed. (1 point)
Use of subparts make the characters/props move realistically.(2 points)
The program is well designed and uses at least 5 procedures, each with a designated purpose and comments. (1 point) Name the 5 procedures:
At least 2 procedures use a parameter. (1 point) Paste code for the first line of a procedure that uses parameters:
There are at least three scene changes: \_\_\_\_\_, \_\_\_\_, \_\_\_\_ (2 points)
There are at least three camera changes with camera markers with good names.(2 points)

 My 3 camera markers are:
The program uses at least three object markers with good names. (2 points)

 My 3 object markers are:
The program uses an array somewhere. (1 point) Paste the code for 1 array here:
The program uses at least three sounds or music: \_\_\_\_, \_\_\_\_, \_\_\_ (2 points)
The story is complete: it has a beginning and ending with appropriate characters, props, and actions. (2 points)
There are at least two billboards with images. (1 point) Describe them:

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I certify that this project is my own work:

(Type name)Bottom of Form