

# Alice Program Assignment

Create a movie treatment, storyboards, and Alice program to produce an animated movie of your own choosing.

Design the movie as scenes and implement incrementally, so that in case you run out of time, you have at least the initial scenes working.

Use your Alice movie to demonstrate mastery of the material we learned this quarter.

Your animation should include the following features:

1. Use the variety of control structures available in Alice to specify the execution order of instructions
2. Include at least two methods (not including world.my first method)
  - Your methods must perform a logical function. In other words, do not just take five random lines of code, and put them together to form a method.
  - At least one of the methods must have a parameter
  - Call the method with a parameter at least twice, with different parameter values each time
3. Use Alice built-in functions to move your objects around the virtual world
4. The run-time of your movie should be at least one minute long

Please note that this assignment is to be done **individually**.

- Your **Movie Treatment** (aka scenario or user story) is due with the Pre-Lab4 assignment for Chapter 4 due at the start of class Wednesday, January 23. You can write the movie treatment on the back of the Pre-Lab sheet (or attach a separate sheet to the Pre-Lab sheet)
- Your **Visual Storyboards** are due at the start of class on Monday, January 27
- Your **Alice Program** is due at the start of class, Wednesday January 30.

To receive credit on the Alice program, turn in the **Scoring Rubric** (on the next page) with your name at the top indicating that the work you are submitting for a grade **is your own work** and not that of someone else.

Your Alice program will be graded online from your CS 112 account. For consistency, save your program in folder U: \Project with the filename LastnameFirstnameMovie.a2w

For example, my movie would be saved as U: \Project\GelIenbeckEdMovie.a2w

**Note:** if you are ambitious and want to try your hand at creating an *interactive* Alice movie, read and do the exercises from Chapter 5 of your textbook, and indicate the interactive parts and user input in your storyboards.

## Alice Program Scoring Rubric

By writing your name below, you are pledging that the Alice program you are submitting for a grade is your own work and not that of someone else.

Your Name: \_\_\_\_\_

Lab Account   cs11202\_ \_\_\_\_\_

Movie is saved as: U: \Project\ \_\_\_\_\_

	Exceeds Expectations	Meets Expectations	Below Expectations	Missing a Major Component	Skipped
Score	4	3	2	1	0
Movie's plot is creative, interesting, and fun					
Backgrounds, props, extras, and actors are attractive, properly positioned, and sized					
Movie's content fills at least one minute of <i>interesting</i> run-time					
Alice program shows evidence of OO design, stepwise refinement, elegance, and use of Alice built-in functions					
Alice program includes at least two class level methods					
At least one Alice method has a parameter and is called at least twice					
Alice program uses a variety of control structures to specify the execution order of instructions					
Alice program is appropriately commented and easy to follow					