

StarLogo

CDK

10-30-2005

Today's plan

- * Review of the last two weeks
- * A couple of new things
- * You program!

What we know

- * How to move the agents around
- * SpaceLand management
- * Repeat, if, forever and keyboard input blocks
- * Any questions on those blocks?

Last week's project

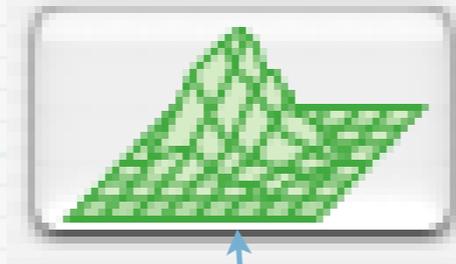
- * Detect keyboard, forward if up, left if left, right if right, back if down
- * In addition, "s" keyboard input starts square procedure with a pendown at the beginning and penup at the end.
- * Just like another if block within the forever block

Goals for today

- * The terrain editor
- * pc-ahead block
- * Make a maze program

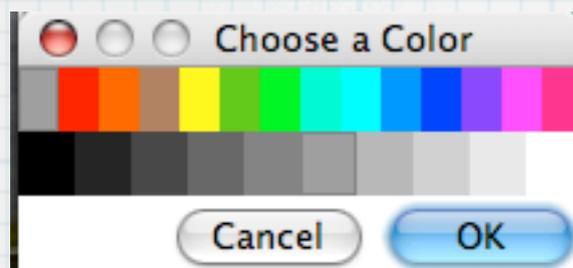
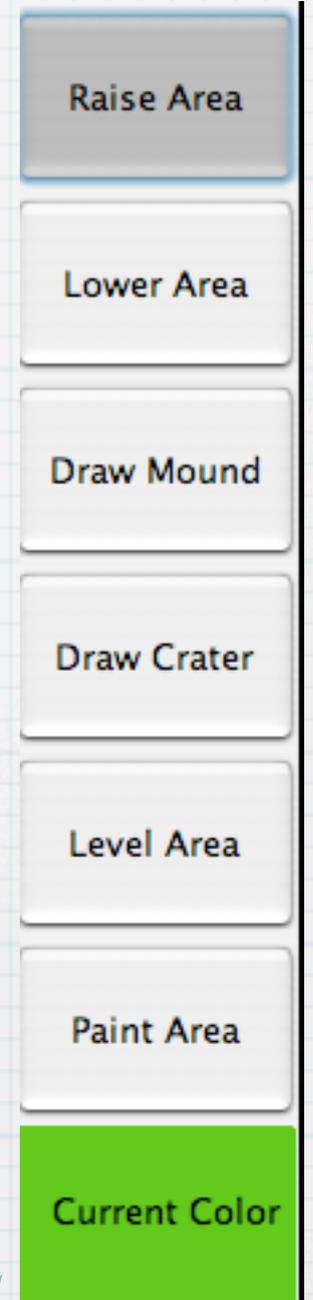
Terrain Editor

* Change
SpaceLand to
your liking



Switches to
Terrain
Editor

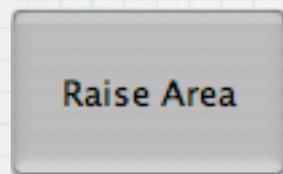
Terrain
editing
buttons



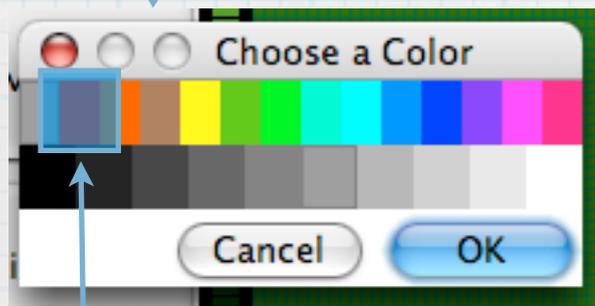
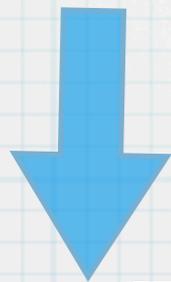
Make terrain different colors!

Let's edit one

- * Make some higher areas in red

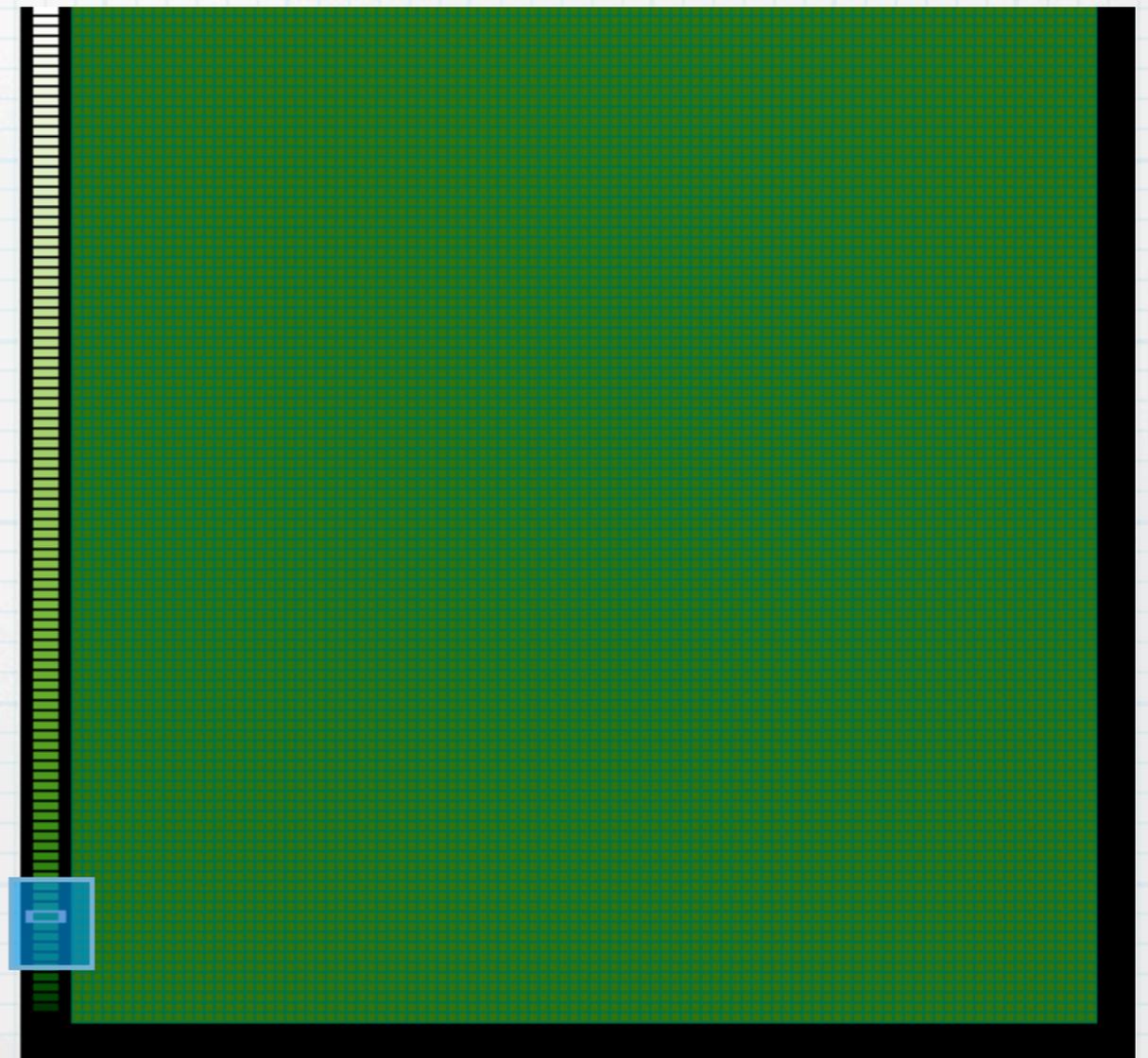


Use Raise Area



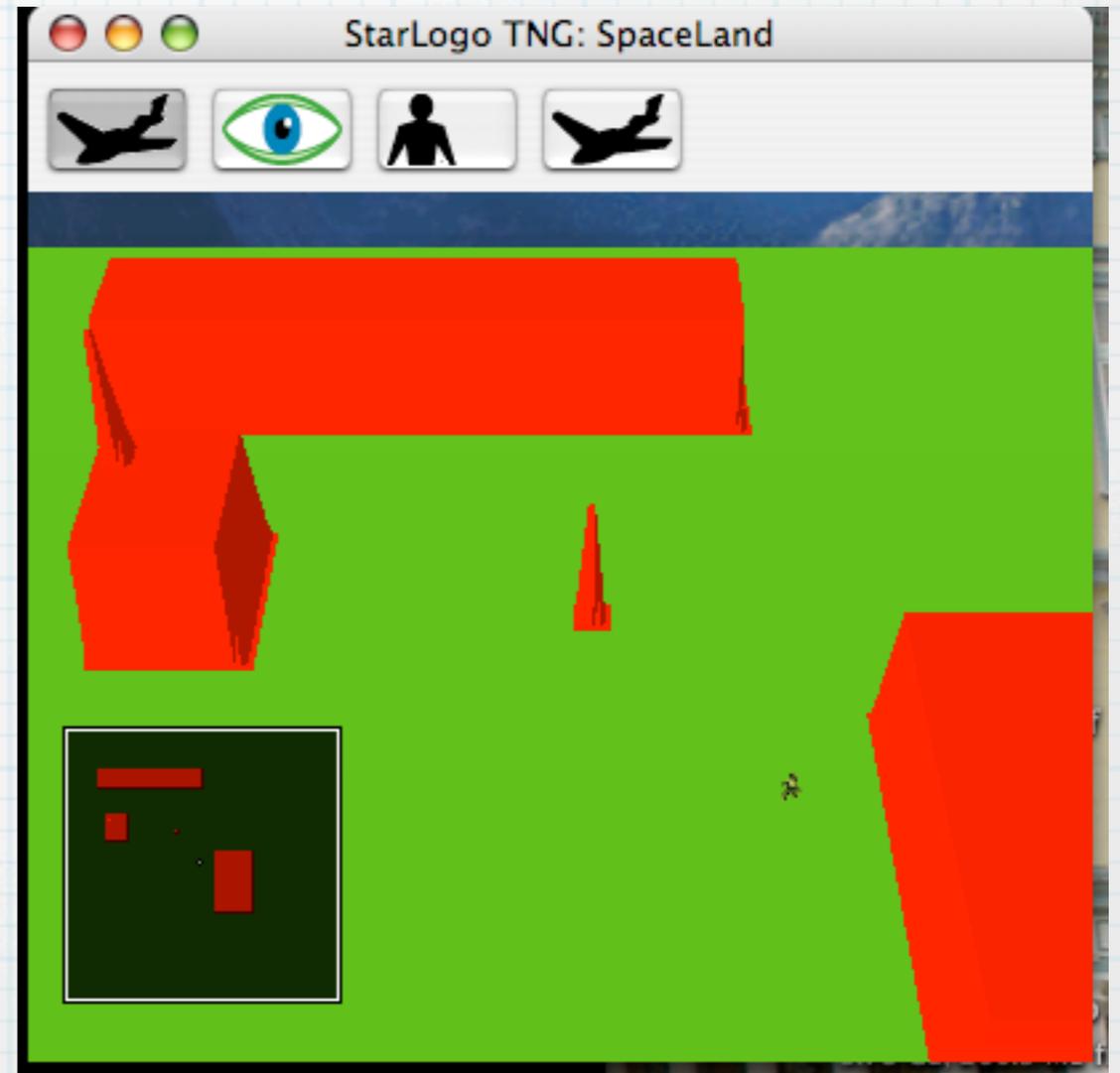
Click on Current Color, pick red

Use slider to set height



What we are going to do

- * Notice the new SpaceLand
- * Try to move your turtle around
- * What happens when the turtle meets the new terrain?
- * What do we need to do for a maze?



And block

- * Takes in 2 tests
- * New Six Flags rule, "have to be 5 foot tall" AND "older than 12"

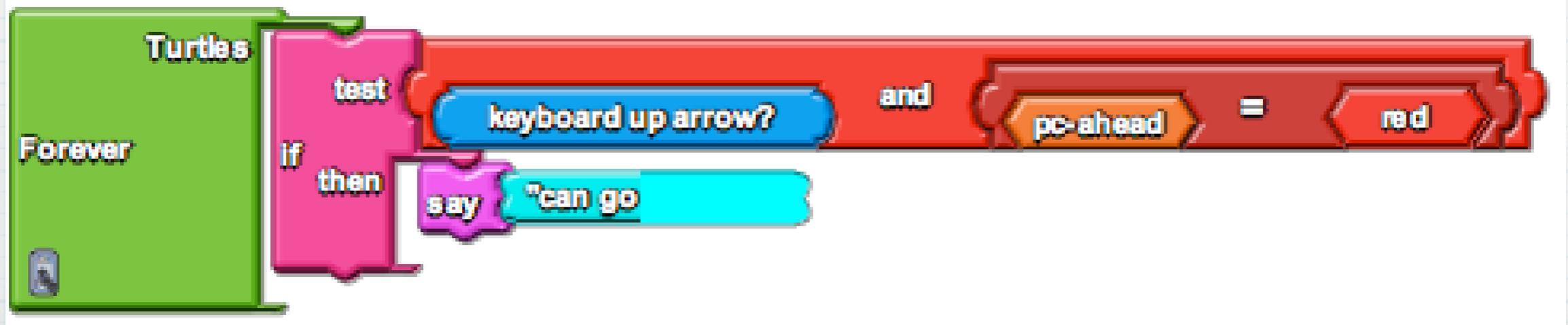


5 foot tall

older than 12

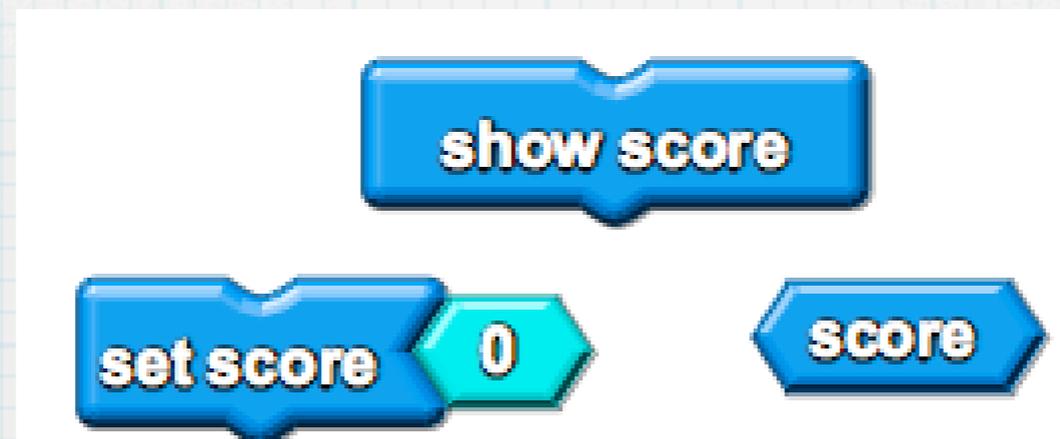
Let's take a look

- * Have your first person forever block in mind
- * pc-ahead asks what color the terrain in front of the agent is
- * Notice the and block



Keep score

- * Blocks related to score keeping
- * Add to score
- * Think about how you should keep score for a maze



Let make a maze game!

- * First person perspective
- * Not run over colored walls
- * Meaningful way to keep score
- * Lots of blocks
- * Think about it, talk over with your partner before programming
- * We'll be around to help