

# StarLogo

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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

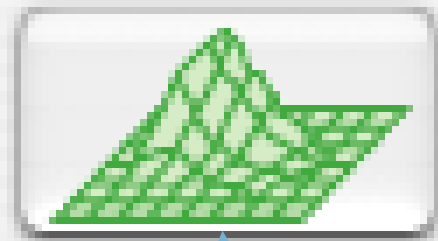


# Goals for today

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

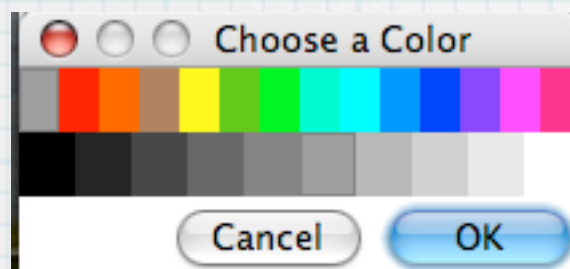
# Terrain Editor

\* Change  
SpaceLand to  
your liking

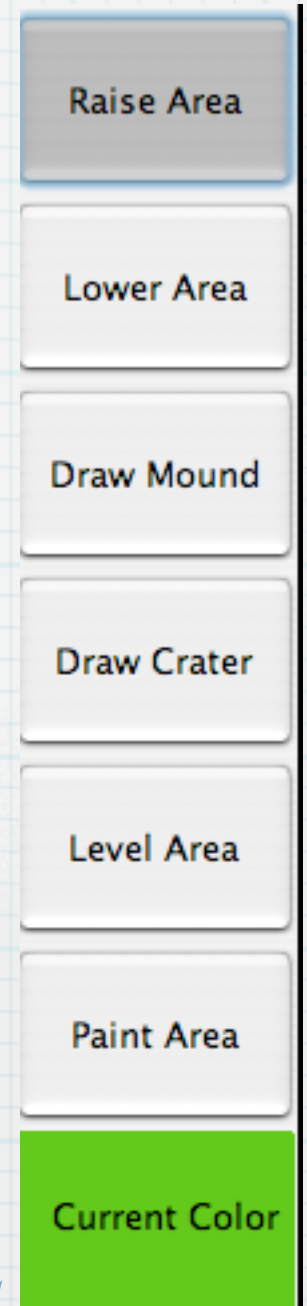


Switches to  
Terrain  
Editor

Terrain  
editing  
buttons

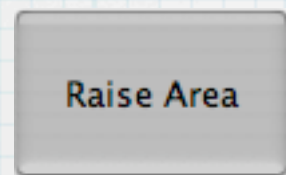


Make terrain different colors!

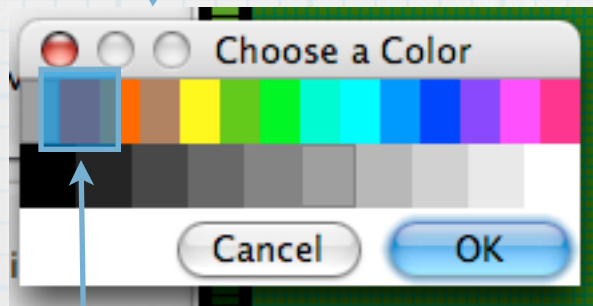


# Let's edit one

- \* Make some higher areas in red

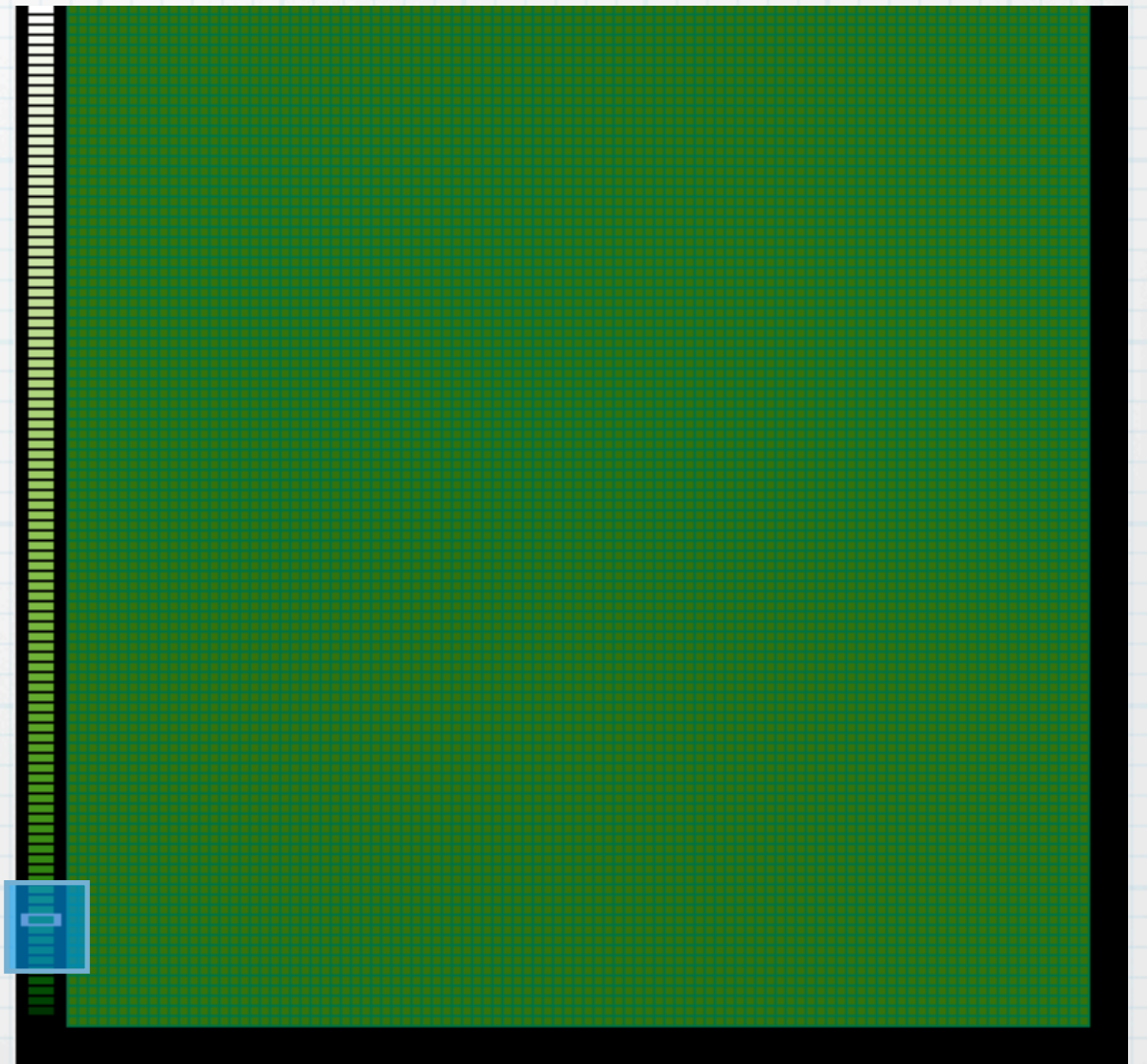
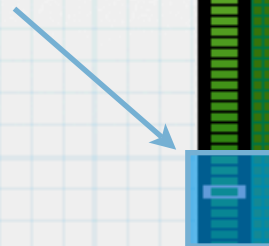


Use Raise Area



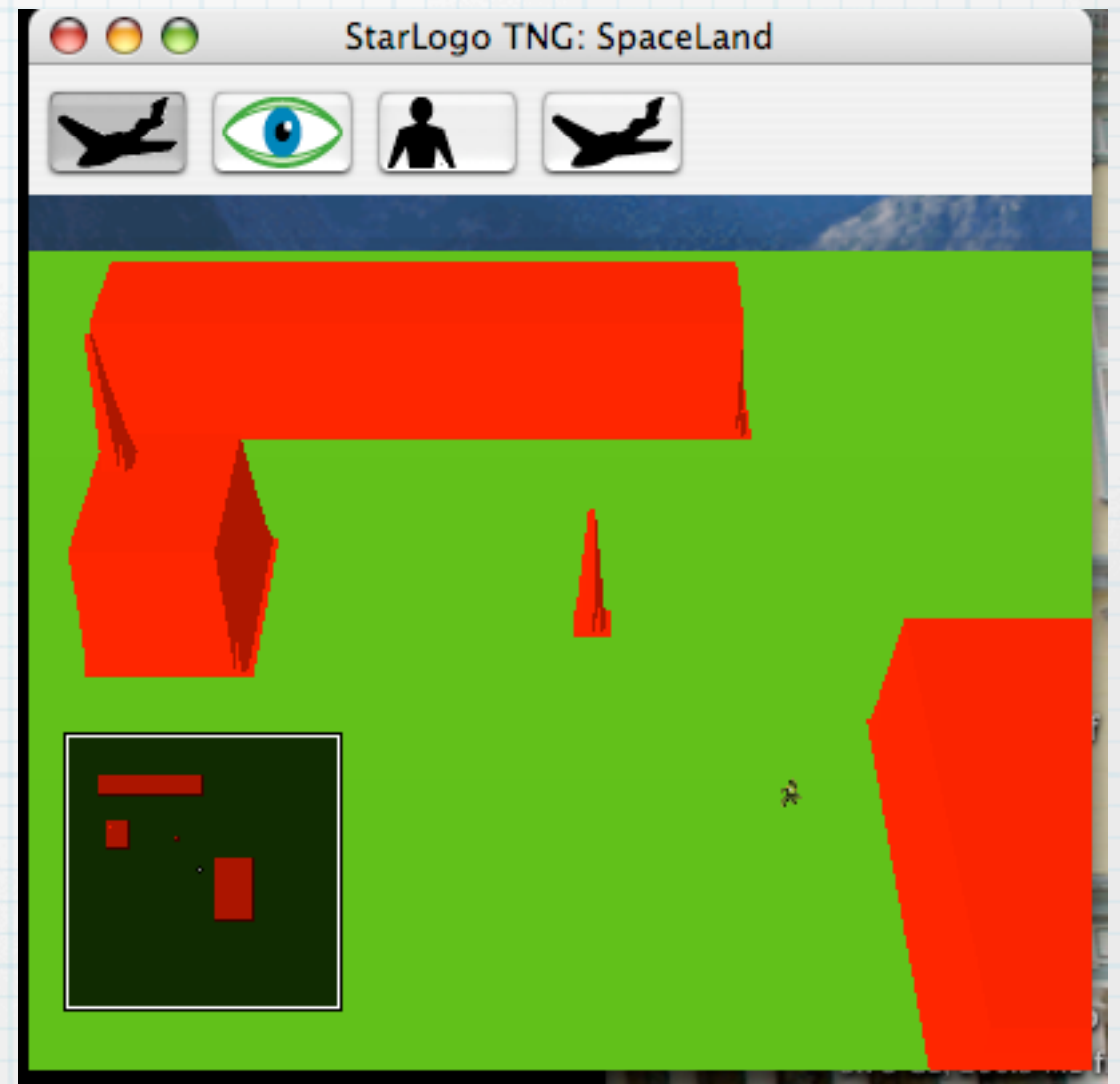
Click on Current Color, pick red

Use slider to set height



# What we are going to do

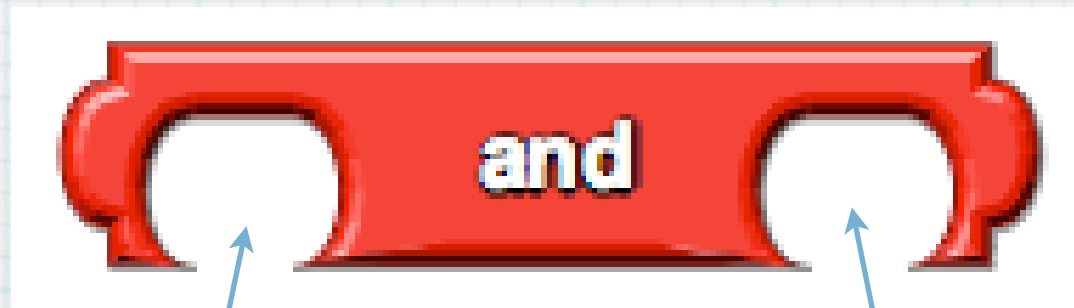
- \* Notice the new SpaceLand
- \* Try to move your turtle around
- \* What happens when the turtle meets the new terrain?
- \* What do we need to do for a maze?





# And block

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

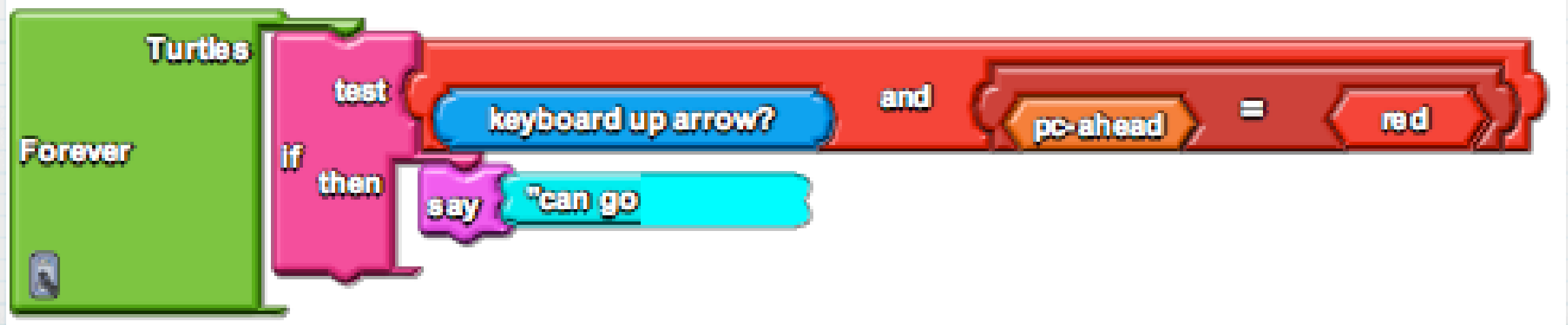


5 foot tall

older than 12

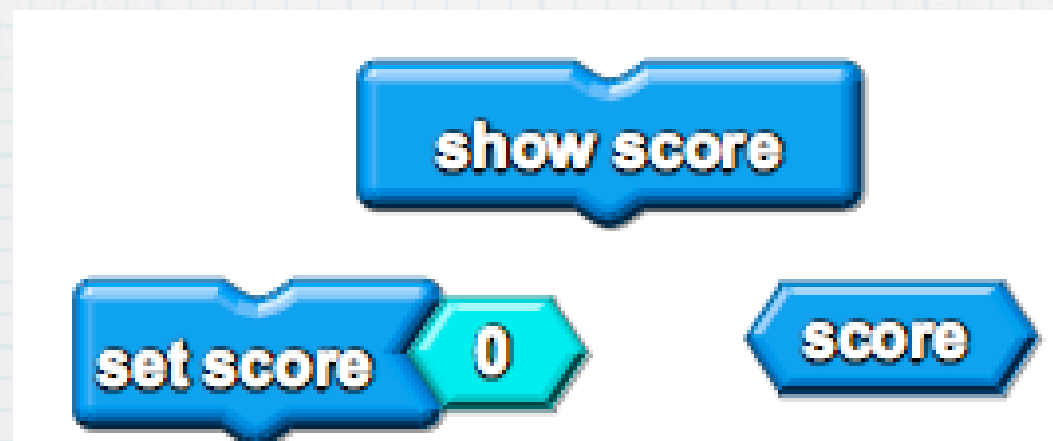
# Let's take a look

- \* 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