StarLogo

CDK
November 7th, 2005

What we're doing today

* Review

* Add a few things to the maze

* Breeds and score keeping

* Catch up for the people not here last week

Last week

* Made a maze using the terrain editor

* Used the "pc ahead" block to prevent turtles from going over walls

The procedure

* Any questions?
* Notice the and blocks
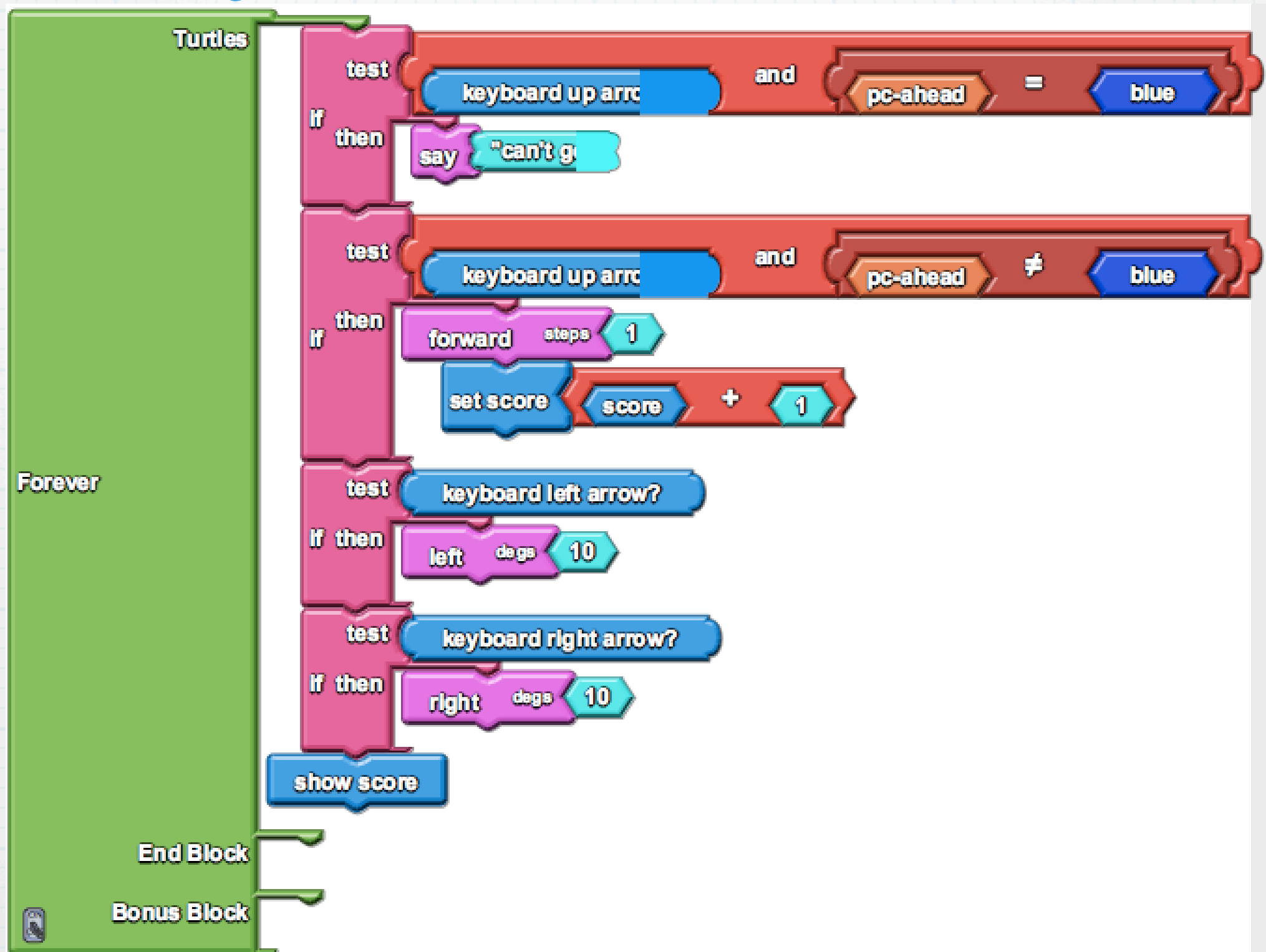* Notice the "=" blocks
* Color accuracy is important

What we want...

* Just a maze is kinda boring

* What if we throw in some bonuses?

* Let's say cubes scattered around the maze that lowers your score!

Keeping score
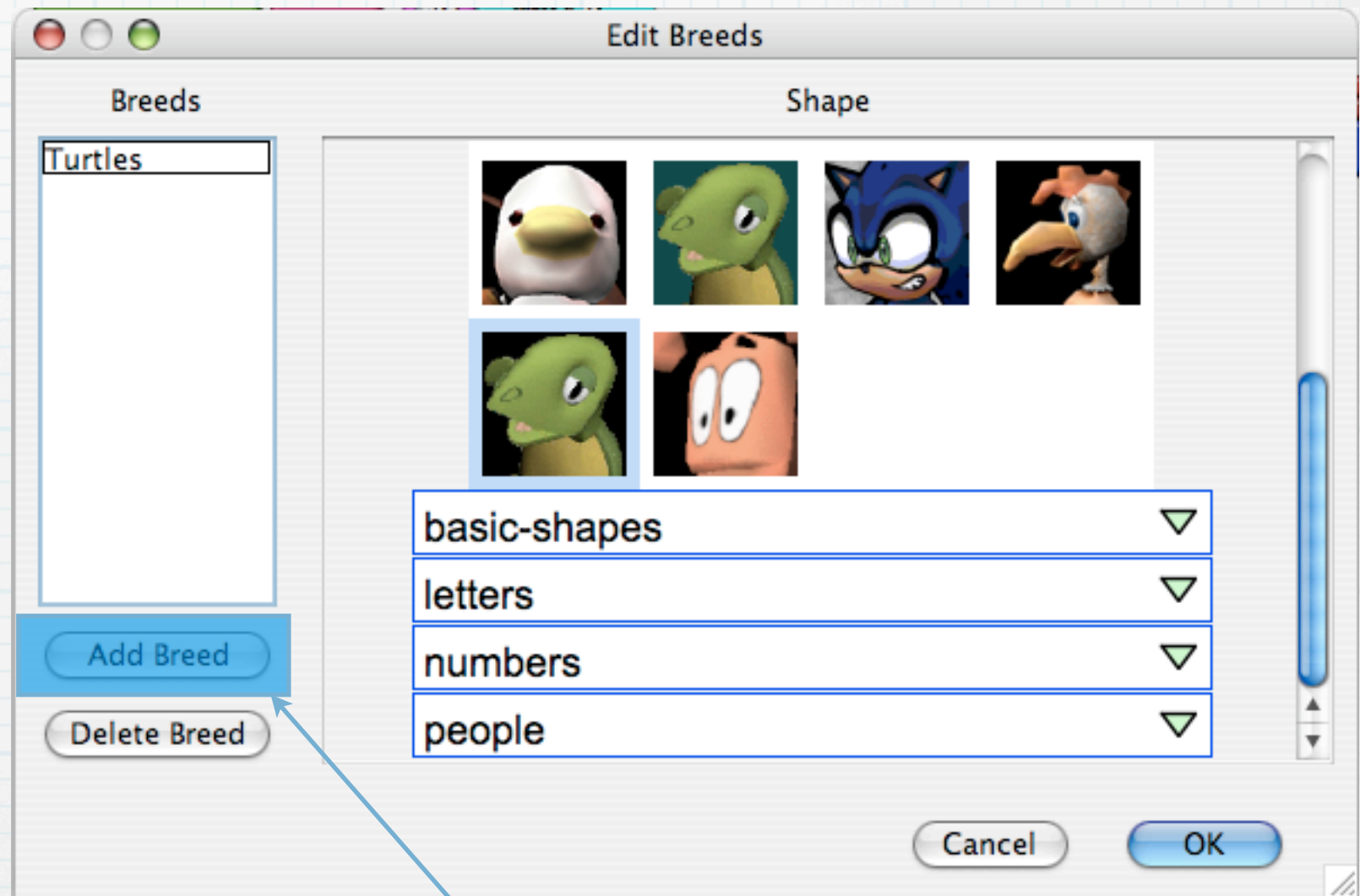

* Notice what's going on every time the agent is able to go forward

* Set the score to the current score plus one

Keep and show score

Bonus blocks

* This calls for Breeds!

* Just another type of agents

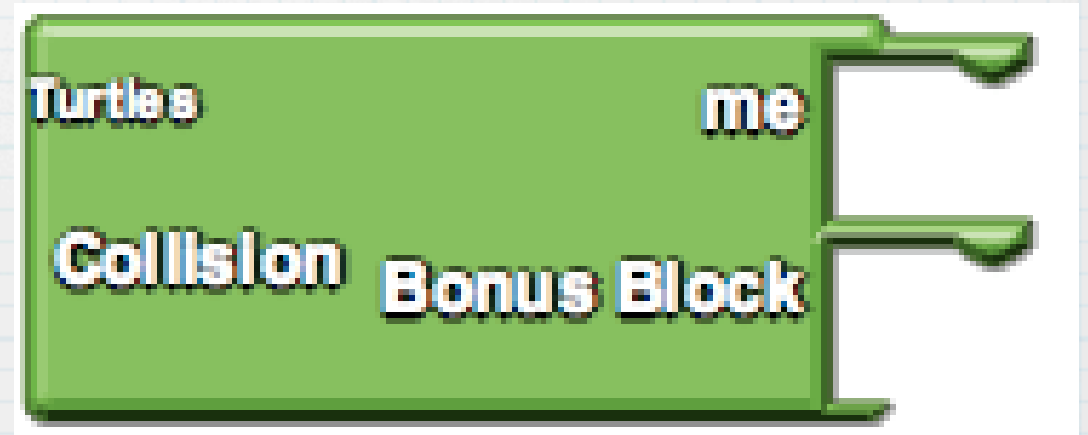* Own set of behaviors

* Breed Editor

Click this to make a new breed

Make it

* Click add breed

* Name it "Bonus Blocks"

* Goto basic shapes and select cubes

During the game...

* When your turtle collides with a Bonus block, something should happen

* Bonus Blocks should have own drawer

* Agent drawer should have new Collision blocks available

* Notice the 2 sections

How to scatter the bonus blocks

* There should be a create bonus block block in the drawer

* There should also be a scatter block for the bonus blocks

* What should the bonus blocks do after they've been bumped into?

scatter Bonus Block

What you need to do

* Make a maze with

  * Bonus blocks that subtract score and the disappear (die block)

  * You still need to have the score on the screen

  * Let your friends play your maze and see what's the lowest score they can get