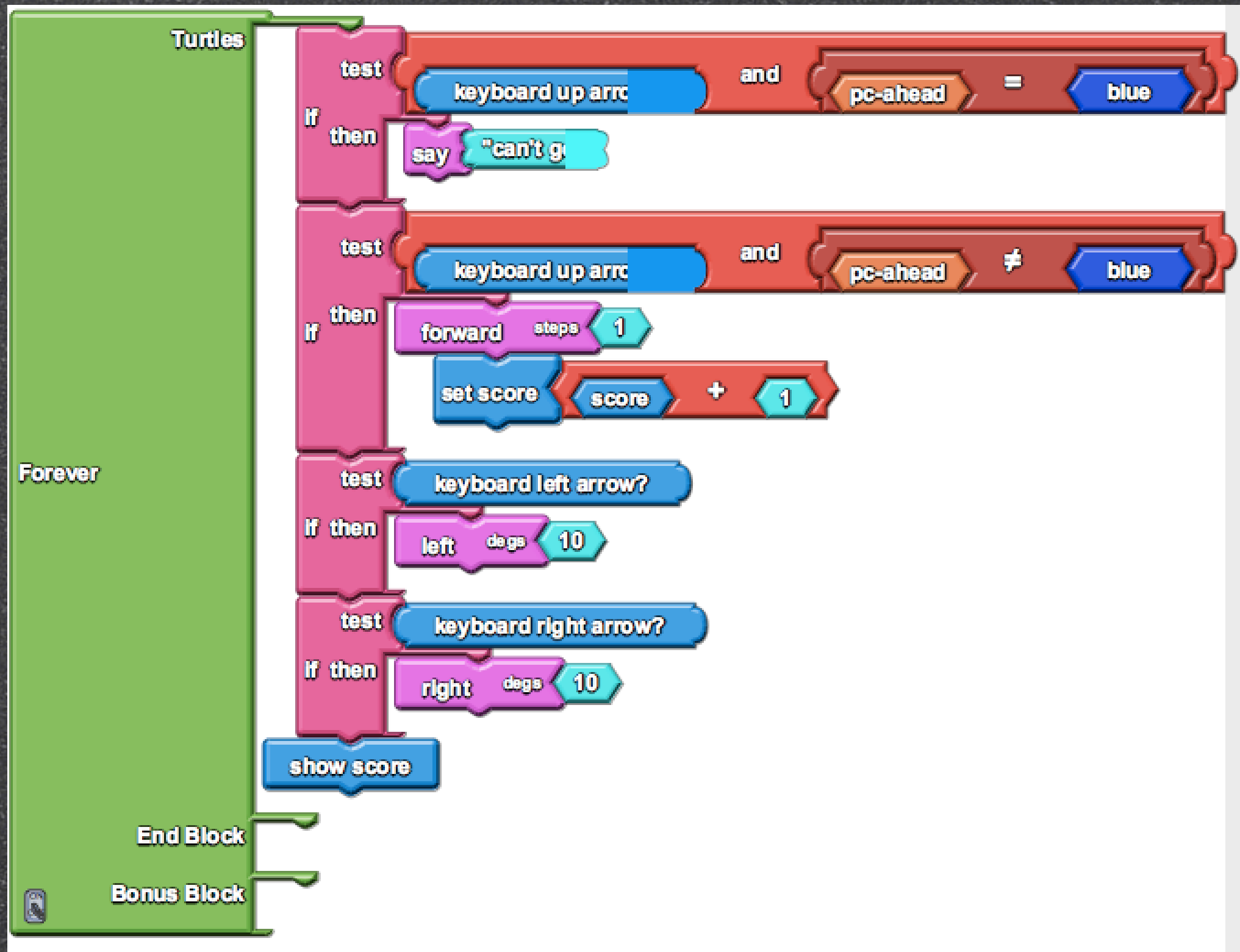# StarLogo

CDK
Monday, Nov 14th, 2005

Plan for today

- Review of last week

- Adding to the maze

- Fun maze making time
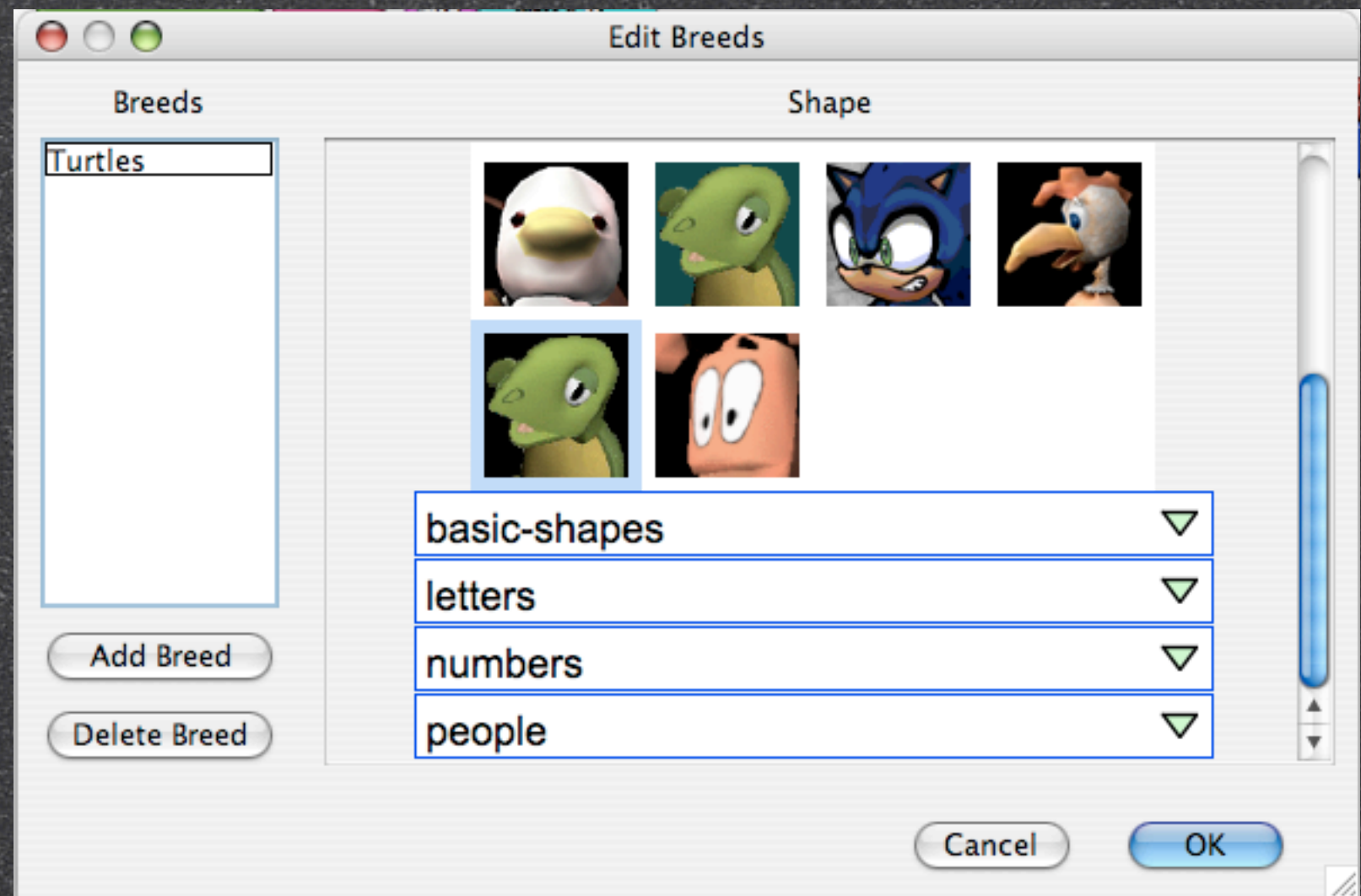
What we did last week

- Moving turtle while keeping score

- New breeds (bonus blocks)

- Collision blocks (when they run into each other)
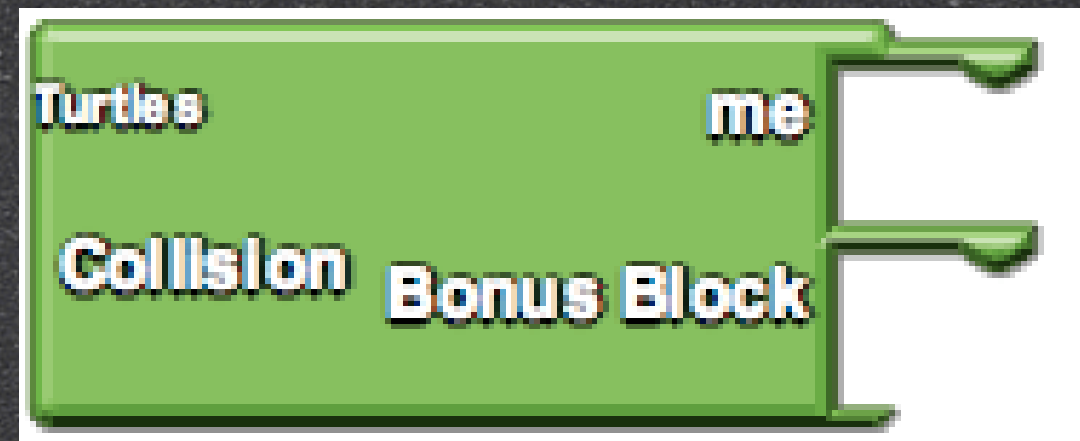
Keep and show score

Breeds

Have own shapes and behaviors

Collision blocks

- What happens when one breed runs into another

- Notice the two sections for me and the other breed

Today

- Make maze that has Bonus blocks, 3D first person control and Score keeping

scatter Bonus Block

- Death block that's controlled by the ASWD keys (ie your friend) in the maze

- If you run into each other, your turtle dies

- Make multiple death blocks that are just bouncing around