**Final Project Design**

*You must submit this entire document along with the corresponding Alice file at each phase of the design. You will add to both the document and the Alice project at each step. By the last week of the semester, your project will be almost complete.*

Save this file as Lastname\_Firstname\_FinalProject.docx
Do Not delete any part of this document or reformat it.

**Step 1: Final Project Proposal**

Your name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Title of story: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Link to the website where this story can be found. This must be a known story featuring people or other bipeds! (In Alice, Bipeds stand on two legs. In addition to people the Wolf, Pig, Rabbit and a few other characters are bipeds.)

A synopsis of the story you are going to tell. Write the synopsis as 5 or 6 sentences that give the major events of the story.

1. …
2. …
3. …
4. …
5. …

Your movie must have 3 different locations (Cottage, Forest, Town, Palace, etc.) List the locations here:

1. …
2. …
3. …

Your movie will be interactive. Give an alternate ending that could result based on the user clicking something.

Why did you pick this story?

Start a new Alice 3 project, if you are going to have a room in your story, be sure to select the room to start. Save the project as Lastname\_Firstname\_FinalProject1.a3p
Add comments to my first method with your name, title of the story, and the synopsis.

In setup scene view, add all the characters and animals that will be in the movie.

Submit this document with step one completed (nothing deleted) and the Lastname\_Firstname\_FinalProject1.a3pfile in assignments.

**Step 2: Algorithm, Storyboard, and Sound**

Using the synopsis of the story, create a storyboard showing each of the major steps that will occur. Your storyboard must have at least 10 frames with a unique title, the major events, characters, location changes, and dialog. The storyboard is your own work. You can draw stick figures on paper, then take a picture or use any drawing software. You may NOT use artwork done by anyone else. Paste the storyboard here:

What is the title of each frame (use Alice naming conventions):

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

Open the final project, lastname\_firstname\_finalproject1.a3p, and save it as lastname\_firstname\_finalproject2.a3p. Add comments to show the title of each frame of the algorithm. Each frame of the algorithm must have a title and be a separate comment.

If there are items in your story that are not in Alice, how have you represented them?
Billboards can display a picture, or you can substitute something.

From the menu select Project, Resource manager, import audio. Import at least 3 sounds that you will use in the final project. List those 3 sounds here. \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_,

Submit this document with all previous steps completed (nothing deleted) and the Lastname\_Firstname\_FinalProject2.a3p file in assignments.

**Step 3: Final Project Locations**

Open the final project, lastname\_firstname\_finalproject2.a3p, and save it as lastname\_firstname\_finalproject3.a3p.

Create your 3 locations with one location on the left, one in the middle and one on the right. Add all the characters and objects to the stage. (You can move them around with code later.) Create a camera marker for each location.

List those 3 locations here. \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_,

Submit this document with steps one and two completed (nothing deleted) and the Lastname\_Firstname\_FinalProject3.a3p file in assignments.

**Step 4: Final Project Scene Procedures**

Open the final project, lastname\_firstname\_finalproject3.a3p, and save it as lastname\_firstname\_finalproject4.a3p.

For each of the lines of the synopsis create a **Scene Procedure**. Add comments to each scene procedure to tell what happens in that scene. List the location, actors, and props that you will use in each scene. For now, just include the main story, not the alternate ending.

* Add the code to move the camera marker to the location for the scene.
* Add all the dialog from the storyboard to the correct Scene Procedure. *(You should complete at least 5 scene procedures at this step.)*
* Add the code to play the sound in the scene procedure where it belongs.
* Add comments to tell what actions will take place: walk, bow, climb, etc.

**Do not add the code to MyFirstMethod.**

**Add calls to the procedures to MyFirstMethod.**

 Scenes: \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_,

Actions: \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_,

Submit this document with steps one and two completed (nothing deleted) and the Lastname\_Firstname\_FinalProject3.a3p file in assignments.

**Step 5: Final Project Interactions:**

Tell how you will make the story interactive? List at least two questions the actors ask of the user. The answer must change the movie in some way. Example: How many times should I knock? Should I go left or right? Etc. Should I pick some flowers? If the user answers yes, call a separate scene procedure to pick the flowers. The user choices here should not change the ending, we will add the alternate ending in the last step.

In Alice, you can select an object by clicking on it. List one choice the user can make by clicking on the choice. Example: Click on the tool that will open the lock. Click on each pig to make him run away. Click on the gate to open it. (You will add the clicking part later.)

Open the final project, lastname\_firstname\_finalproject4.a3p, and save it as lastname\_firstname\_finalproject5.a3p. Add the variables and the questions to store the results in the variables to the **Scene Procedure** where the question will be asked. **Do NOT add any code to MyFirstMethod. Any new code should be in one of the scene procedures.**

You should complete all of the scene procedures at this step.

**Which scene procedures have you added code to?** \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_,

Submit this document with all previous steps completed (nothing deleted) and the

**Step 6: Biped Procedures**

Open the final project, lastname\_firstname\_finalproject5.a3p, and save it as lastname\_firstname\_finalproject6.a3p. From the actions you listed in step 3, create at least 3 biped procedures. For each procedure add comments to tell what occurs. Add calls for each procedure at the appropriate places, replacing the code that you wrote previously.

The procedures will work for all instances of the class, so add parameters to the procedures so that some can walk faster or slower, etc. Add calls to these procedures to scene procedures, not MyFirstMethod.

You may have the same actions in more than one scene. For instance, **walking** may occur for multiple characters, in multiple scenes.

What biped procedures have you added: \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_,

What parameters have you added to the biped procedures? \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_,

Which scene procedures call these biped procedures? \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_,

Submit this document with all previous steps completed (nothing deleted) and the Lastname\_Firstname\_FinalProject6.a3p file in assignments.

**Step 7: Arrays**

Open the final project, lastname\_firstname\_finalproject5.a3p, and save it as lastname\_firstname\_finalproject6.a3p. Find someplace where several objects do the same thing. Modify the code to use an array. For instance, you may want to make several items invisible by setting the opacity to 0. Create an array of these things, then use a loop to change the opacity.

**Do NOT add any code to MyFirstMethod. Any new code should be in one of the scene procedures.**

What array have you added: \_\_\_\_\_\_\_\_\_ Which scene procedure uses the array? \_\_\_\_\_\_\_

Submit this document with all previous steps completed (nothing deleted) and the Lastname\_Firstname\_FinalProject7.a3p file in assignments.

**Step 8: Events and Alternate Ending**

Open the final project, lastname\_firstname\_finalproject7.a3p, and save it as lastname\_firstname\_finalproject8.a3p. Add the click event to the code. Add another event.

Add the code to call the regular ending or the alternate ending depending on which object is clicked.

Modify myFirstMethod so that the ending is not called from myFirstMethod, but from the click event.

What events have you added: \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_,

Submit this document with steps one to 8 completed (nothing deleted) and the Lastname\_Firstname\_FinalProject8.a3p file in assignments.

**Finish**

Continue to add the finishing touches to the final project. Be sure to add comments, and save often using a progression of numbers as you have done throughout the design process.