“Adventures in Alice” Project

Description:

Our second project is a pre-introduction to a computer programming language called JAVA; specifically the program is called “Adventures in Alice” and is an interactive 3-D computer world.

NOTICE: Your project must not contain anything inappropriate for school, unsafe or illegal. Not even fake illegal. You will be graded on good judgment as well as content. Including any content that is of a questionable nature will result in an automatic failure of the project. Decisions about content appropriateness are solely at the discretion of the classroom instructor.

Grading:

This project is worth a total of 100 points. The grading rubric is attached to this sheet. Grading will be evaluated by the following criteria:

• World must contain at least 1 building, 2 characters, 3 props (trees, flowers, instruments, skateboards, etc.)
• The vehicle of at least one object must be set to another object (i.e. the skateboard vehicle set to skateboarder)…don’t stress- you’ll know what that is when you need it.
• 2 characters must move to three new places/positions (minimum)
• 3 body parts have to move three different times each (minimum) per character
• Each character has to say at least two things
• At least two camera changes, with different positions and angles each time
• At least one character must spin completely twice (can be at the same time or different times)
• The school name must appear once in the world

Due Date:

This project is due by __________. It may be handed in any time before that, but it will not be accepted after the end of that day.

Extra Credit:

Extra credit is available in the form of extra tutorials and incorporating that into your final project, or making a project that goes along with your final project.