Alice Scavenger Hunt!

Welcome to the world of Alice! Just like any new place you visit, knowing your way around will help you experience new and exciting things! By exploring Alice, see how many of the items you can find. Good Luck and have fun!

In this section you will be exploring items that are only seen while Alice is in the “Scene Editor Mode.”

EXAMPLE: Where would I find the Lemur?  
Answer: Local Gallery > Animals Folder

1. Where would I find the “Mummy”? Local Gallery > Egypt
2. Where would I find the “Squirrel”? Local Gallery > Animals
3. Where would I find “RingoBeetle”? Local Gallery > Animals > Bugs
4. Where would I find “Stars” (not SeeingStars)? Local Gallery > Environment > Skies
5. Where would I find the “MagicBunny”? Local Gallery > Fantasy > Faeries
6. Where would I find “Sushi”? Local Gallery > Kitchen > Food
7. Where would I find the “PartyHat”? Web Gallery > Holidays > Birthday
8. Where would I find the “ConchShell”? Web Gallery > Hawaii
9. How do I see the “drop dummy at camera” button? Scene Editor Mode > click on “more controls” button
10. How many items are in the “object manipulation” toolbar? 7
11. How do you get back to the “Standard Mode”? Click on the big green “Done” button
12. How many ways can an object be added to the world? 2 “Add instance”, Drag & Drop
13. Open the “object gallery” and click on the Animals folder. What happens when you click on this button? The gallery moves up one level
In this section you will be snooping around the areas while Alice is in the “Standard Mode.”

14. How do I switch from “Standard Mode” to the “Scene Editor Mode”?
   While in Standard mode click on the “Add Objects” button

15. What is the “clipboard” icon used for? Copying items

16. What is the “trash can” icon used for? Deleting items

17. If I wanted to find out where the Alice Project originated, where would I find that?
   Click on “Help” on the menu bar and then go to the “About Alice” item

18. Where did it originate? University of Virginia

19. If I wanted to find an objects texture map, where would I find it? Properties tab

20. When an object is in the Object tree, how do I know if the object has “subparts”?
   There will be a plus sign (+) beside the object

21. Add a madScientist to an Alice world. How many major “subparts” does the he have?
   5—rightLeg, leftLeg, leftArm, rightArm, head

22. If I wanted to make a mathematical comparison of one objects height compared to
   another objects height, where would I find that expression? In the Functions tab

23. If I wanted to make the bunny turn and face the skaterGirl (without right-clicking)
   what area would I go to, to do that? Methods tab

24. If I wanted to have a Kodak moment and take a picture of my world while it was
   playing, what do I do? While playing the world, click on the “Take Picture” button

25. By default, where does the picture save to? Desktop

**SCORE: __________  What Alice character did you score?**

25  You are an Alice Wizard! ☺

20→24  You are an Alice Egyptian Pharaoh!

13→19  You are an Alice tortoise.

6→12  You are an Alice LunchLady!

0→5  You are an Alice deadFlyer. 😎