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”? ____________________________________________________________________
2. Where would I find the “Squirrel”? _____________________________________________________________________
3. Where would I find “RingoBeetle”? _____________________________________________________________________
4. Where would I find “Stars” (not SeeingStars)? ________________________________
5. Where would I find the “MagicBunny”? ___________________________________________________________________
6. Where would I find “Sushi”? ___________________________________________________________________________
7. Where would I find the “PartyHat”? _____________________________________________________________________
8. Where would I find the “ConchShell”? ___________________________________________________________________
9. How do I see the “drop dummy at camera” button? __________________________________________________________
10. How many items are in the “object manipulation” toolbar? ________________________________
11. How do you get back to the “Standard Mode”? ___________________________________________________________________
12. How many ways can an object be added to the world? _________________________________________________
13. Open the “object gallery” and click on the Animals folder. What happens when you click on this button? _______________________________________________________________
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”? ________________________________________________________________

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

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

17. If I wanted to find out where the Alice Project originated, where would I find that? ________________________________________________________________

18. Where did it originate? ______________________________________________________________

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

20. When an object is in the Object tree, how do I know if the object has “subparts”? ________________________________________________________________

21. Add a madScientist to an Alice world. How many major “subparts” does he have? ________________________________________________________________

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

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? ________________________________________________________________

24. If I wanted to have a Kodak moment and take a picture of my world while it was playing, what do I do? ________________________________________________________________

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

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.