1. World.my first method
   a. Should contain all the documentation.
   b. Should take the user to the entrance of the zoo if not already positioned there when the world begins.
   c. A screen should come up with directions for navigating your zoo. (See #2 below.)
   d. The user should have to click on the directions to make them go away.
   e. When the directions disappear this first time, the user should be at the entrance of the zoo.
   f. User should be able to press “D” at any time to re-read the directions. Directions should disappear when clicked on. The user should not be moved from current position when calling for the directions.

2. Events Area
   a. Press the correct number/letter and the camera should take you to an assigned part of the zoo.
   b. One number/letter for each habitat area. (Eg. #1-Takes them to the entrance, B – Takes them to the “bears”, P – Takes them to the playground, etc.

3. At each individual enclosure.
   a. You should have the animal(s) needed inside the fenced in area.
   b. In front of the enclosure should be a ‘billboard’ identifying who made it, what animal(s) it is, and what to do to make the animal do ‘tricks’.
   c. There should be at least 3 objects (maximum of 5) that the user can click on and make ‘magic’ happen. Your animal(s) should perform some ‘tricks’ (physical tricks, not talking) when the object is clicked. You may choose the objects to place for this. (Eg. Balls, cones, switchbox, lever, etc.)
   d. While your animals are performing, they may NOT leave their enclosed area.
   e. The user should be able to move the camera with the mouse to travel around your zoo. If they want to look at a certain area, then they would press a key to have the camera take them there. (In other words, they could refer to the directions billboard.)

4. I will be looking for proper usage of the following concepts within your assigned areas:
   a. Control statements
      i. Do in order
      ii. Do together
      iii. Loop
      iv. If/Else
      v. Wait
      vi. //
      vii. While
      viii. For all in order
      ix. For all together
b. Functions
   i. ‘distance to’
   ii. Object’s width
   iii. Object’s height
   iv. Object’s depth
   v. At least 2 other proximity functions
   vi. At least 2 other size functions
   vii. Randomness
   viii. Math
   ix. String
   x. Bonus: Advanced Math functions

c. Properties
   i. Color
   ii. Vehicle
   iii. Opacity
   iv. isShowing
   v. fog
   vi. textures
   vii. Sound is incorporated into the zoo appropriately.

d. Methods
   i. Each animal will have at least 3 methods (maximum 5) that you created for them to perform.
   ii. Methods will be linked to an event so when the user clicks on an object at a specific enclosure a response is triggered.
   iii. You have incorporated the use of randomness from Tips and Techniques #6 in your program at least once.

e. Event handling
   i. Methods are written (and documented) to perform one or more actions, returning the object to its original state.
   ii. Methods are linked to an event.
   iii. When an event occurs the proper response is triggered, and the proper method is called.

5. ALL ZOOS MUST BE SUBMITTED FOR GRADING ON JANUARY 11TH BY 2:45PM. (No exceptions). Late submissions will be docked a full grade!

6. Submit in writing the answers to questions 7a - d below. Minimum 2 pages typed, double spaced. 1 inch margins. JANUARY 11TH

7. You will be presenting your zoo to your classmates. Be prepared to give a 10 – 15 minute presentation on your zoo. Be able to explain the following:
   a. What animal were you responsible for?
   b. What ‘tricks’ are performed? How? (Demonstrate)
   c. What was the most difficult part of this project for you personally?
   d. If you could start it all over again, what would you change about how this project was accomplished?