

GiG workshop #1 030108 Southside Library

Project sequence:

Review concept map; return to it at each stage of project

Trash Terminator_dev00

The basic litterbugs model -- run and observe its basic functions
Position the view for optimum display

Trash Terminator_dev01

Make trash age and grow

- in trash breed page
 - * agent variable: trashAge
 - * inc trashAge (0.05)
 - * set height trashAge

Trash Terminator_dev02

create controllable Terminator agent

- new breed
- create 1, set heading 180, say "Time to take out the trash!"
- updateTerminator procedure
 - * arrow controls
 - * students experiment w/ ideal step (3) and turn (15) amounts, balanced against speed setting

Trash Terminator_dev03

setup score system and have Terminator earn simple points when colliding with trash

- add 'set score 0' and 'show score' to end of setup
- collision: Terminator w Trash
 - Terminator:
 - * say "Yeah!"
 - * play sound hit (show where sound files are)
 - Trash:
 - * set score score + 1 (*not* age-scoring yet)
 - * die

Trash Terminator_dev04

scale-up score value based on age of the trash

- set score score + shape-height (will see fractional/floating point numbers)
- round score down to integer
 - * set score score + int shape-height
 - * will see that brand new trash gives 0 points -- how to compensate? add +1? other?

Trash Terminator_dev05

setup ability to shoot paintballs

- new breed: paintball, basic shape=sphere
- in updateTerminator: if spacebar, hatch, set breed, set color, set size (.5), set altitude (3), set heading heading of id, forward 3
- create procedure: updatePaintball
 - * forward (2) - observe behavior; can Terminator out run it? Adjust for speed settings.

Trash Terminator_dev06

setup collision of paintball with trash, for points

- [must work around TNG bug re: last slot in collision block]
- play sound hit

- ask agent collidee:
 - * set score (copy from other)
 - * die
- die

Should points physically collected differ from those acquired through shooting?

- multiply physically collected by 10

***** CORE GAME COMPLETE, NOW TIME FOR BELLS AND WHISTLES *****

Review concept map to assure basic objectives attained.

Where could you go from here? New features? Performance/behavior tweaks?

- * Paintball colliding w other breeds (the Terminator, litterers, cleaners, other paintballs, edge of world)
- * Changing the view of play
- * Scoring by-the-minute, in addition to total score
- * different sizes of objects
- * different speed and turning rates

If time permits, have a score competition.

COLLECT ALL STUDENT PROJECTS ONTO FLASH DRIVE, AND POST TO WEBSITE

Open Lab follows.