

Snowman Dance

You have recently been sitting at home, having missed another day of classes because a winter **snowstorm** dropped 2 feet of snow on the ground. You see some children outdoors creating **snowpeople**. You are daydreaming about a **dance** you recently attended. Being a very creative person, your imagination gets carried away and the two scenes blend together: Several snowpeople are outdoors, on a snow-covered landscape. A **snow song** is playing. A **snowman** is trying to meet a **snowwoman** who is talking with a friend (another snowwoman.) The snowman tries and tries to get her attention. He calls out "Ahem" and **blinks** his eyes at her. She turns to look at the snowman and **blushes**. But, alas, she is not interested in meeting him. She gives him a **cold shoulder** and turns back to talk with her friend. He **gives up** and turns away.

1. Launch Alice and begin a new project:

```
File >> New World >> Select the "snow" world
```

2. Save your work! Name your project `yourname_snowman`

```
File >> Save World >> My Documents >> Save
```

3. We need our characters, which we call objects in Alice. In the World Editor, click Add Objects. Snowmen can be found under the People section. Position your characters using the controls on the right. Your scene should look similar to this picture:



Figure 2-2-1. Snowpeople initial scene

4. Now we must write the program code to animate our scene. The large yellow window is where you will write the code. This is called the Program Editor. For this scene, we will only need one method, which is the default `world.myfirstmethod`. Here are the steps that we need:

Do the following steps in order:

snowman turns to face the snowwoman
snowman calls out to the snowwoman

snowman blinks his eyes at the snowwoman
snowwoman turns to see who is calling her

Do the following steps together:

snowwoman blushes (her head turns red)
snowwoman turns back to her friend

snowwoman's face turns back to white
snowman turns (gives up)

5. Begin the animation, one step at a time. We will walk through the first line of the scene together:

```
snowman turns to face the snowwoman
```

In the top left, we have a list of all objects in our world. Select the snowman, and a set of methods appears in the window beneath the object window. If you cannot see the methods, click on the tab labeled “methods.”

Select `snowman turn to face`. Drag the tile to the program editor, and select the entire `snowwoman`.

Test your code by pressing the `Play` button on the top left. If there are errors (bugs) in your code, fix them before moving on.

Save your code after you finish each step of the animation!

6. When you are finished with your scene, add comments to your code using the green `//` tile.
7. Show your completed animation and code to Caitlyn or Jory.