Meet Beat

Ninth Meeting: Alice

The tenth meeting of the summer virtual computer science camp will be held at 7:30pm MDT (6:30pm PDT). The session will be held at Dr. Jeffery's place in Second Life. With any luck, we are going to follow up with Nina Javaher (Ariana) on Alice programming basics, and work on “who can produce the best Killer Jackalope in Alice”, starting from Doug Bocaz-Larson's efforts at http://www.cs.nmsu.edu/~jeffery/vcssc/db.a2w. Check it out! If you have time, don't wait for the meet, see if you can get it (or your own) to actually say the lines from the play, using sound files or comic-style balloons shown here, or both.

Ninth Meeting: LindenScript

Our ninth session was in Second Life. Some participants have made progress on scripting objects. Part of the discussion was on states and events. Campers were challenged to make an object with two or more states, and handle two or more events. While states are left to you to define (such as (red, blue, green) or (normal, shot)), events are defined by Second Life and it is up to you to learn what events you can receive under what circumstances. For example, the default script responds when you click on an object, but not when you shoot it with a virtual gun. We found that a different event (collision) would work for those virtual guns that shoot virtual bullets with their “physical” attribute, such as the nice guns DBL found us.

CVE Update

The new Windows binaries have worked for everyone who as reported in, and even worked on my XP-running-under-VMware in my office. CVE will continue to be updated with new quests, NPC's, or bug fixes. We welcome your ideas.

Quest Suggestions

Here is a list of Alice quests you can try out. As a reminder, if I don't know what you've done, I won't know to award activity points for it. Usually a created artifact or a detailed report will suffice to document what you've done.

- Do more Alice tutorials (15 each), there are at least four of them I think.
- Attend the Meet (60).
- Write an Alice program that demonstrates looping behavior...on your own terms (15).
- Write an Alice program where dogs and cats roam a yard at random (15).
- Write an Alice program where dogs chase cats (who run away from dogs) (15).
- Write an Alice version of the Killer Jackalope with minimal action (30).
- Write action sequences for the Killer Jackalope in Alice (30).