



Lesson 1: Playing with Storytelling Alice

Goals

- Do the ice skater tutorial.
- Learn how to use *Storytelling Alice* through the tutorial.
- Recreate the ice skater world from scratch.

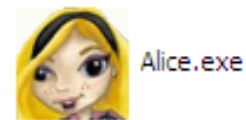
Now that we have *Storytelling Alice* installed, let's play with *Storytelling Alice* to learn how to use it.



We will begin with the ice skater tutorial in order to figure out *where everything is* and *what everything means* in *Storytelling Alice*. We will then re-create the ice skater world from scratch.

The Tutorial

1. Start-up Alice.exe by double-clicking on the icon that looks like this:



2. The “**Welcome to Alice!**” window, shown in Figure 1 below, should appear.
 - If the window does not appear, go to the top left corner of the screen and click on **Help**. In the drop-down menu, click on **Tutorial**, and the window should appear.

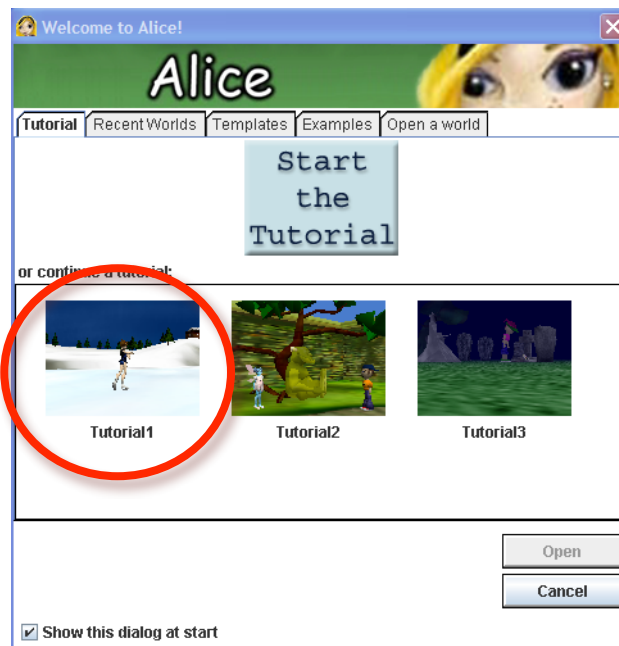


Figure 1. Starting the Ice Skater Tutorial.

3. Click on **Tutorial**, the first tab in the window, as shown in Figure 1.
4. Click on **Tutorial1**, i.e., the tutorial with a picture of an ice skater, and click **Open**.
 - In working through the tutorial, pay attention to the five areas of *Storytelling Alice* that are shown below in Figure 2.

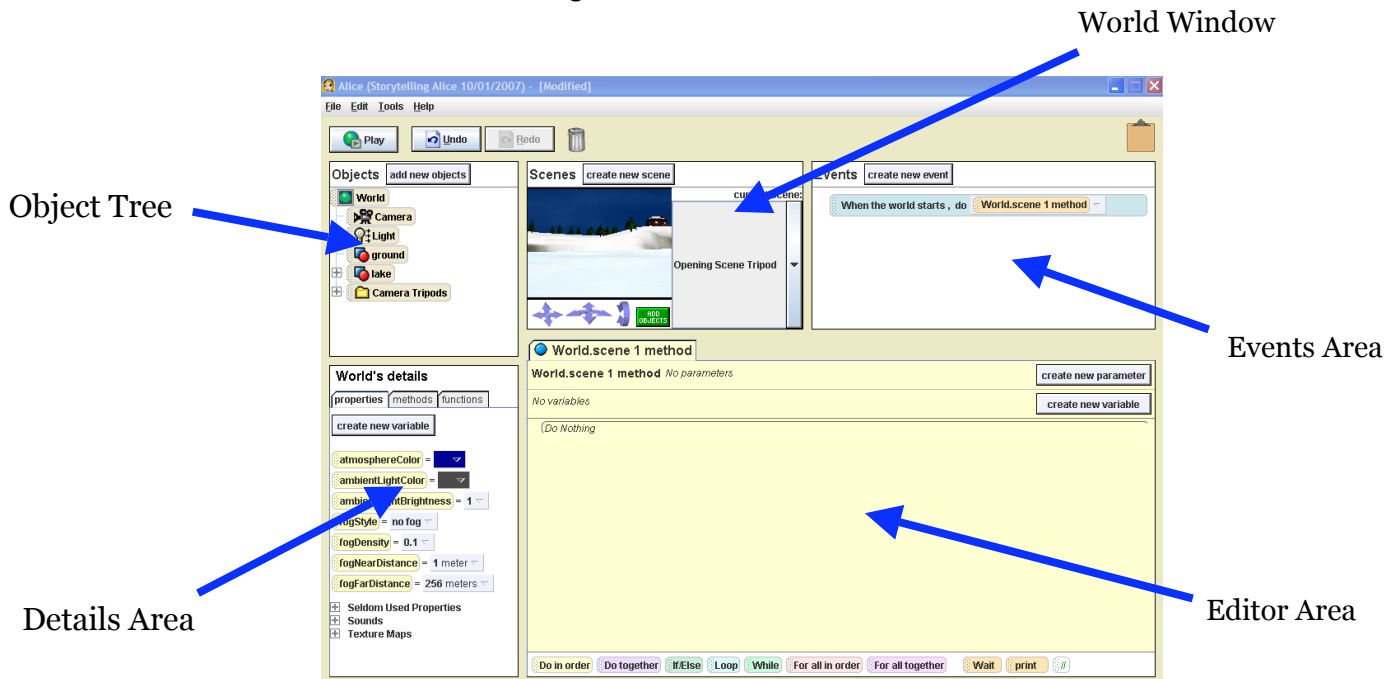


Figure 2. Each Area in the Storytelling Alice Program.

5. Follow the tutorial and once you finish, click on **Exit Tutorial**.

Your Own Ice Skater World

The ice skater tutorial helped to familiarize you with Alice. Now, let's see how you would go about recreating the ice skater scene from scratch. (Figure 1 above shows a picture of the ice skater world from the tutorial. We will use that picture to make our ice skater world.)

1. Click on **File** at the top left corner of the screen and click on **New World**.
2. The **"Welcome to Alice!"** window will pop-up with the **Templates** tab open. Click on **Snow** and click **Open**.

The sky's color is brighter than the tutorial's sky. Let's change the sky to be the correct color.

3. In the **World's details** window, click on **Properties** tab.
4. For atmosphereColor (which is the sky's color), click on the color box right next to the text.
5. At the bottom of the menu, click on **Other...** since the color that we desire is *not* listed.

When you click on the properties of the World's details, you are changing things about the world itself.

- Click on the dark blue color that is in the third row from the bottom and seventh column from the left and is labeled “0, 0, 153”, as shown below in Figure 3. Then click **OK**.

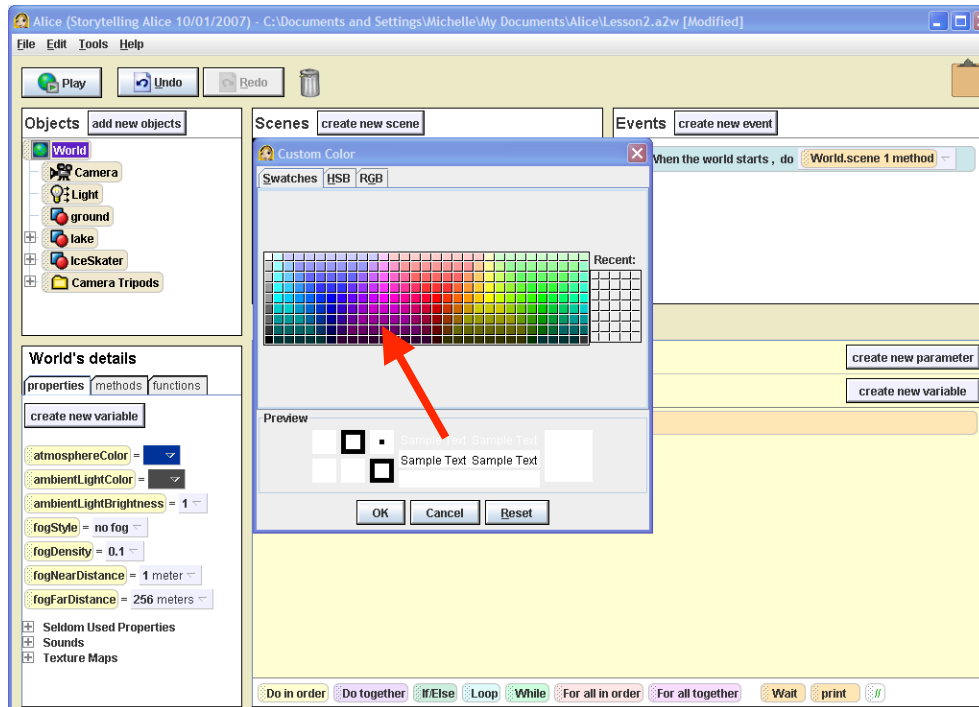


Figure 3. Color Selection.

Now that we have the correct sky color, we need to add the trees, cabin, and ice to the scene where the ice skater skates.

- Click on the green box labeled **Add Objects** in the **Scenes** window. This opens the gallery of character and scene objects that we can add into our world.
- To find the background that we’re looking for, we need to look at the scenes available. Click on **Scenes**, circled below in Figure 4.

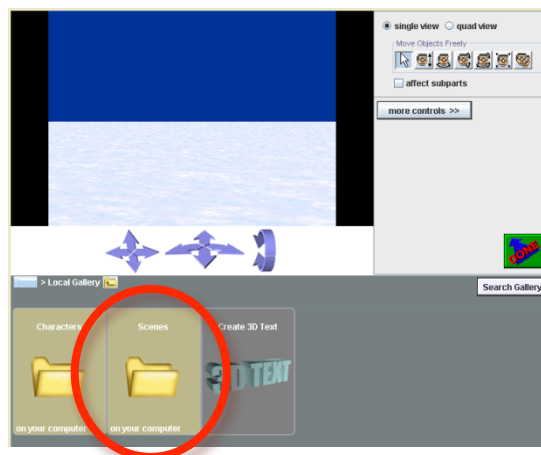


Figure 4. Looking for Scenes.

The ice skater skates on a frozen lake by a cabin and trees. Let's find these items.

9. Click on **Lake**, and it opens the lake scenes.
10. There is one object **Class Lake**; click on it and a window will pop up asking whether you want to add the instance to the world, as shown below in Figure 5. Click **Add instance to world**, and the scene will appear in the world window.



Figure 5. Adding a Lake Object to Your World.

Now let's add the ice skater.

11. Click on **Search Gallery** at the top right-hand corner of the Gallery.
12. In the search box type: ice skater, and then click on **Search**.
13. The Class IceSkater object should appear, as shown below in Figure 6. Click on it, and then click **Add instance to world**. The character will appear in the world window, as shown in Figure 7.

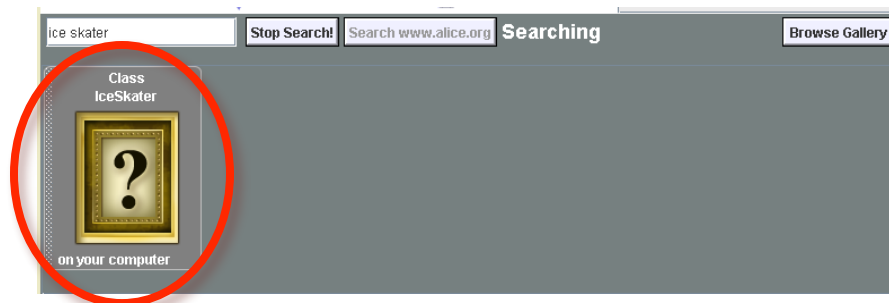


Figure 6. The Class IceSkater.

14. Click on the green box on the right side that says **Done** in red, as shown in Figure 7.

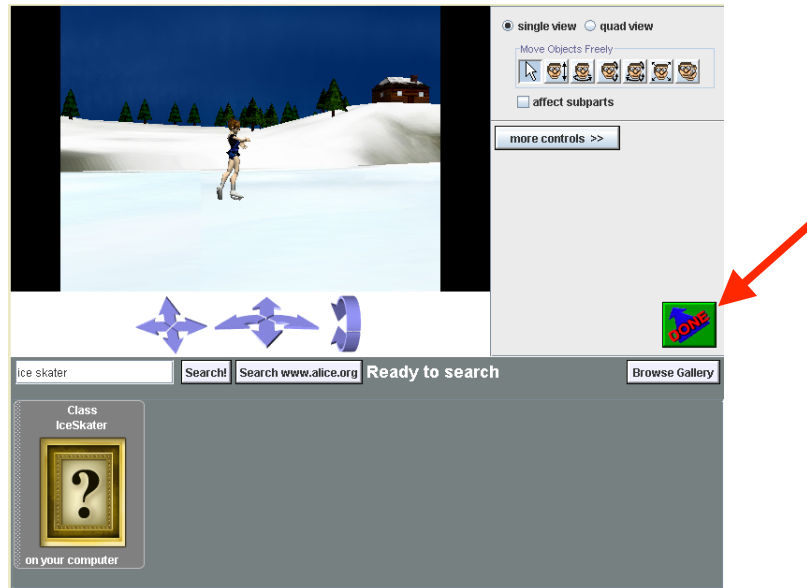


Figure 7. What Your World Window Should Look Like.

We now have the background scene with the frozen lake, trees and cabin in our world, and we also have the ice skater in the world. Our world is complete now! Now, let's add an ice skating routine for the ice skater, just as we did in the tutorial.

15. Click on **IceSkater** in the *Object Tree* window, and the *Details Area* will display the properties, methods, and functions of the ice skater, as shown to the right in Figure 8.

- **Properties** describe the visual details of the object.
- **Methods** describe the behaviors or actions that objects can do in the world, e.g., **prepare to skate**, as shown in Figure 8.
- **Functions** describe the proximity (closeness), size, spatial relation, point of view and other details of an object.

16. For the purpose of re-creating the tutorial, click on the **methods** tab in the *Details Area*. This shows every behavior you can make the skater do, as shown in Figure 8.

17. Click on **prepare to skate** in the *Details Area* window and drag it to the *Editor Area* in the **World.scene 1 method** tab, where it says *Do Nothing*. This tells Alice that the **IceSkater** will prepare to skate, as now shown in Figure 9.

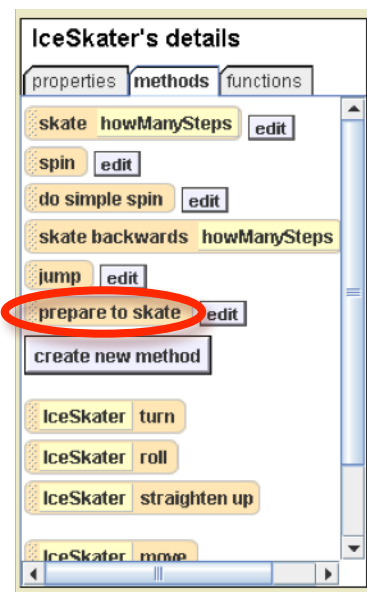


Figure 8. IceSkater's Details – Properties, Methods, Functions.



Figure 9. Preparing the IceSkater to Skate.

18. Click on **Play** at the top left corner of the screen to watch the ice skater prepare to skate. After the movie is over, click on **Stop** to exit the window.
19. You can continue to add more actions for the ice skater to do in her routine by clicking and dragging any of the methods in the Ice Skater's details window.

Summary

In this lesson, we went through the ice skater tutorial. It taught us how to use Alice and where everything is in Alice. We were also able to recreate the ice skater world in the tutorial from scratch. This taught us how to use the gallery, add objects into the world and make those objects do certain actions (methods).

What to Look Forward To

Now that we know how to use Alice, the next lesson will have us learn how to have two objects do different actions at the same time, also known as parallelism. We will be staging a cafeteria scene with kids starting a food fight.

Key Terms

1. **World Window**
 - Shows the opening scene of the world.
2. **Object Tree**
 - Lists characters and scenes in the world.
3. **Details Area**
 - Provides information about the movie world or something in the movie world.
4. **Editor Area**
 - Where you tell Storytelling Alice what you want to happen in the movie.
5. **Events Area**
 - Allows you to tell Alice which part of the story to play.
6. **Properties**
 - The visual details of the object.
7. **Methods**
 - Behaviors or actions that objects can do in the world.
8. **Functions**
 - Defines the proximity (closeness), the size, the spatial relation, point of view and other details of an object

Extra Exercises

- ★ Create a routine for the ice skater that has her skates for 2 steps, do 2 simple spins, 1 spin then skate backwards for one step, and jump, after she prepares to skate.
-