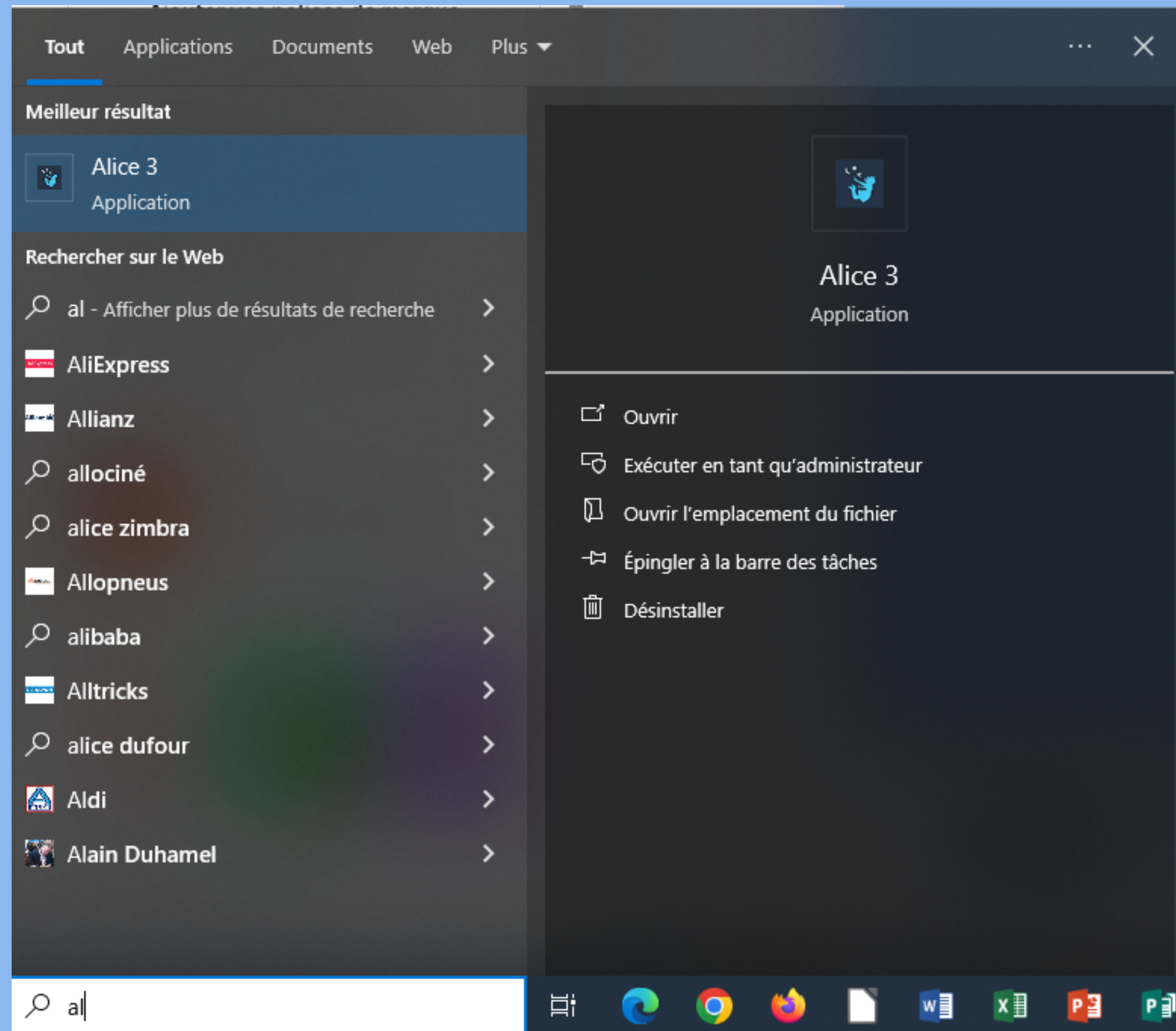


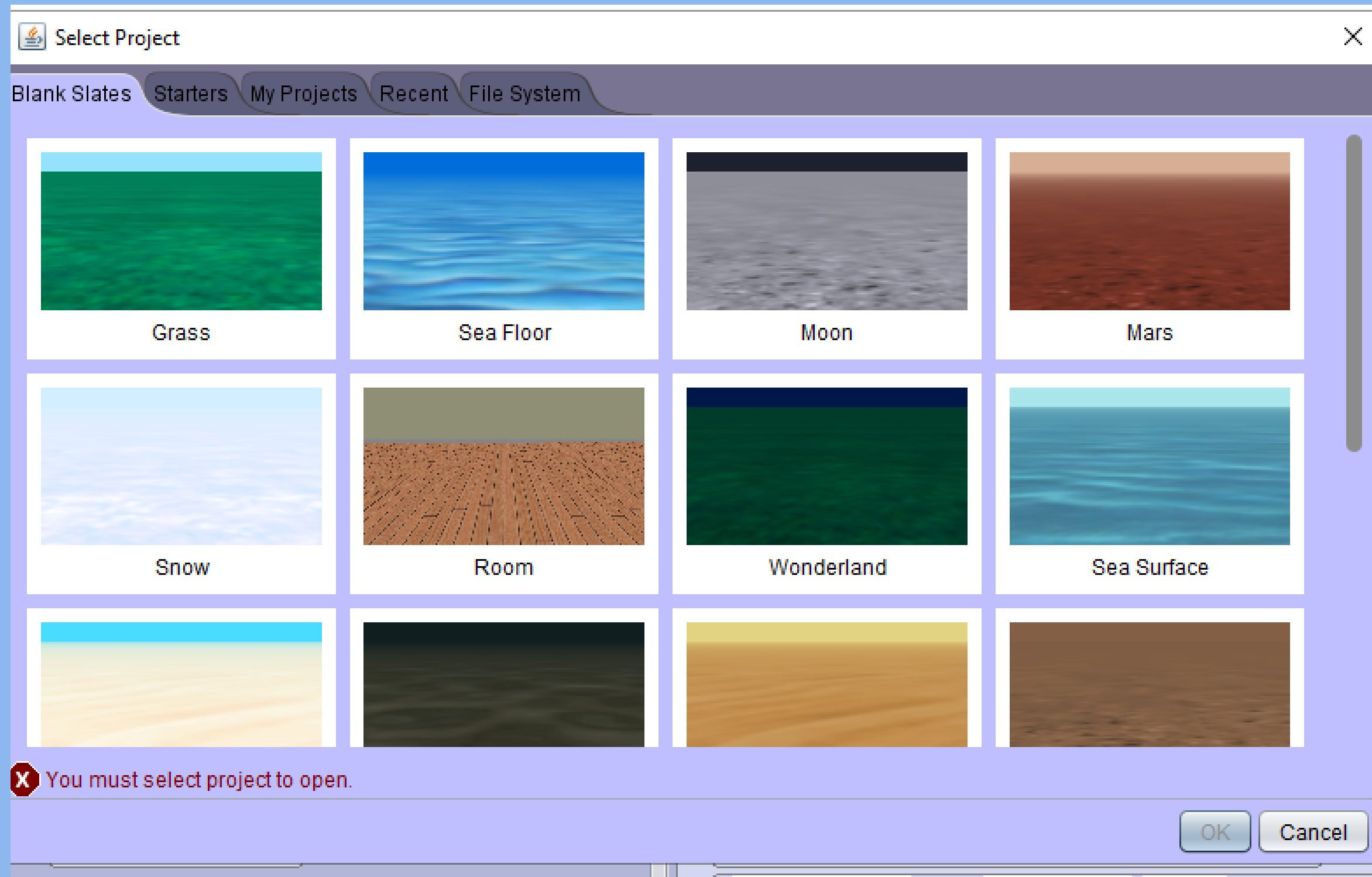
How to use Alice 3



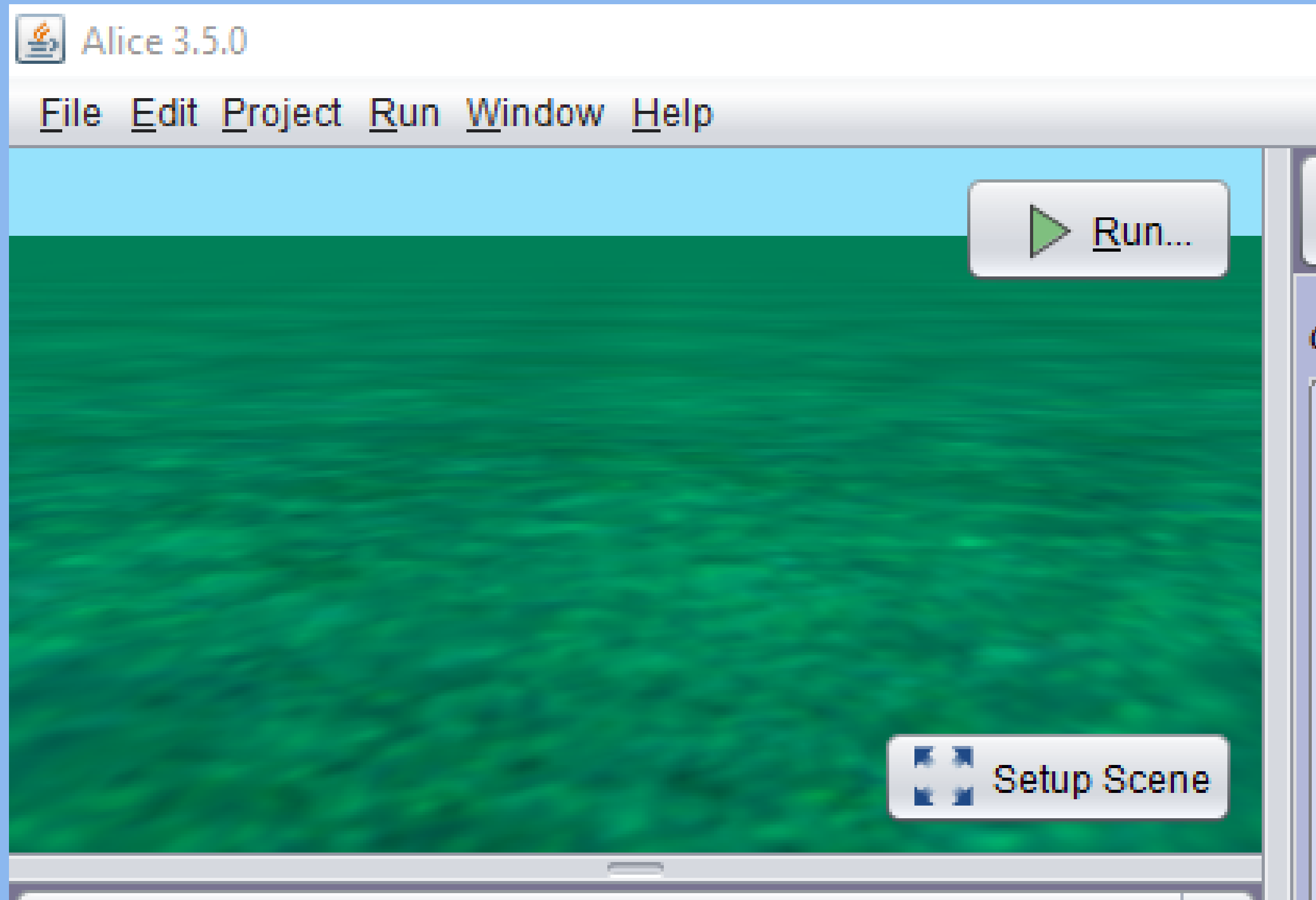
click on windows tuch and write Alice and open it



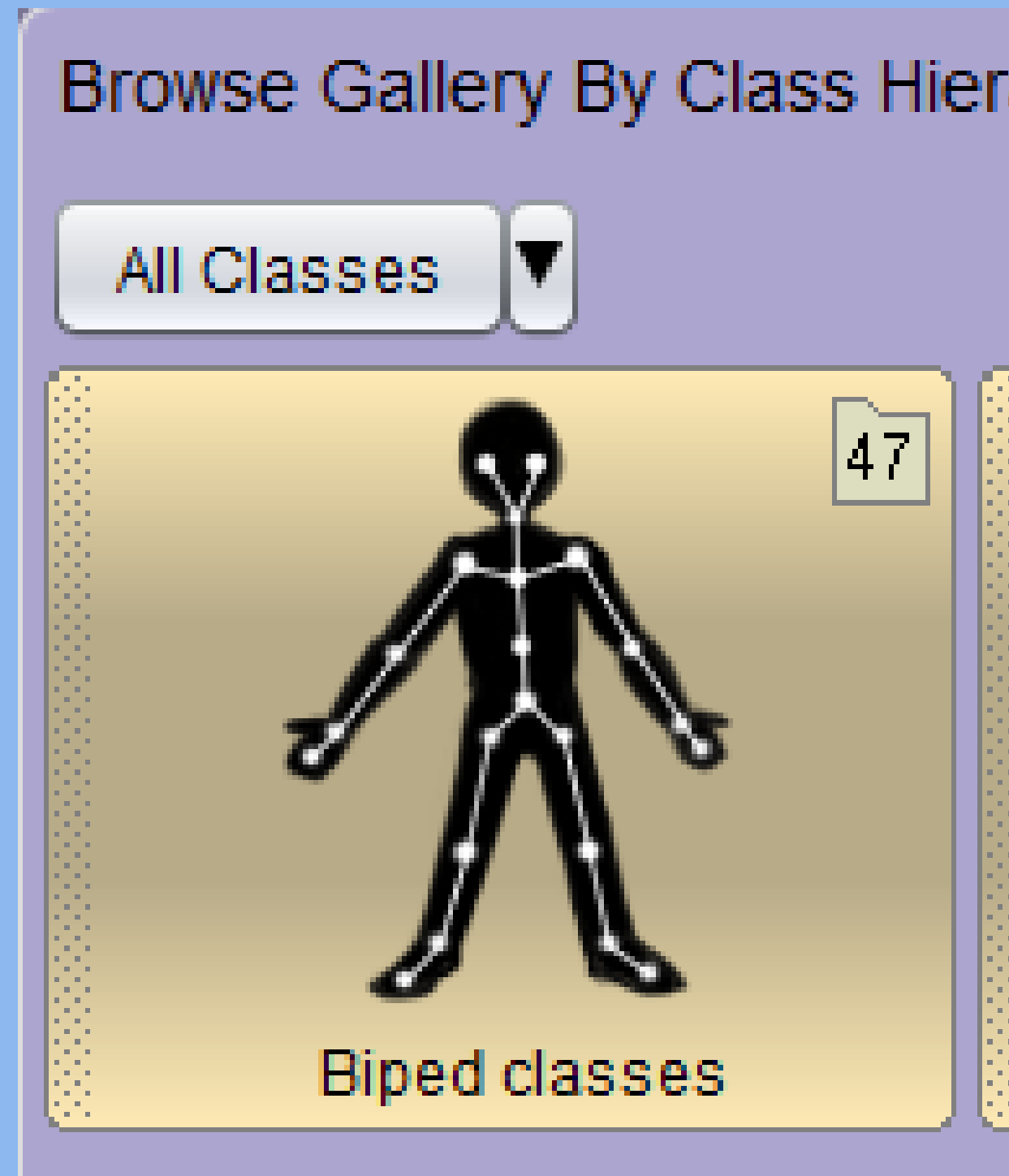
To start choose Grass



CLICK ON SETUP SCENE



CHOOSE THIS CLASSE





choose child

+



=



**red t-shirt and
brown pants**

All Classes



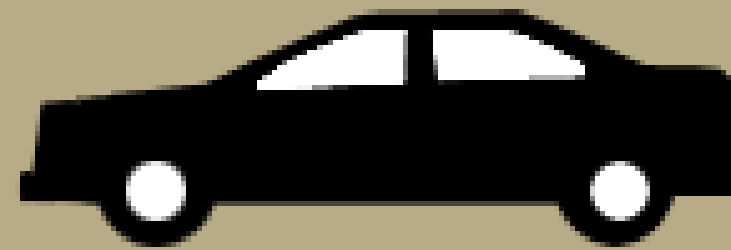
At the bottom of the screen you will see different files, choose transport classes, automobile classes.

Search sport car, click and select the red one



4

Transport classes



14

Automobile classes

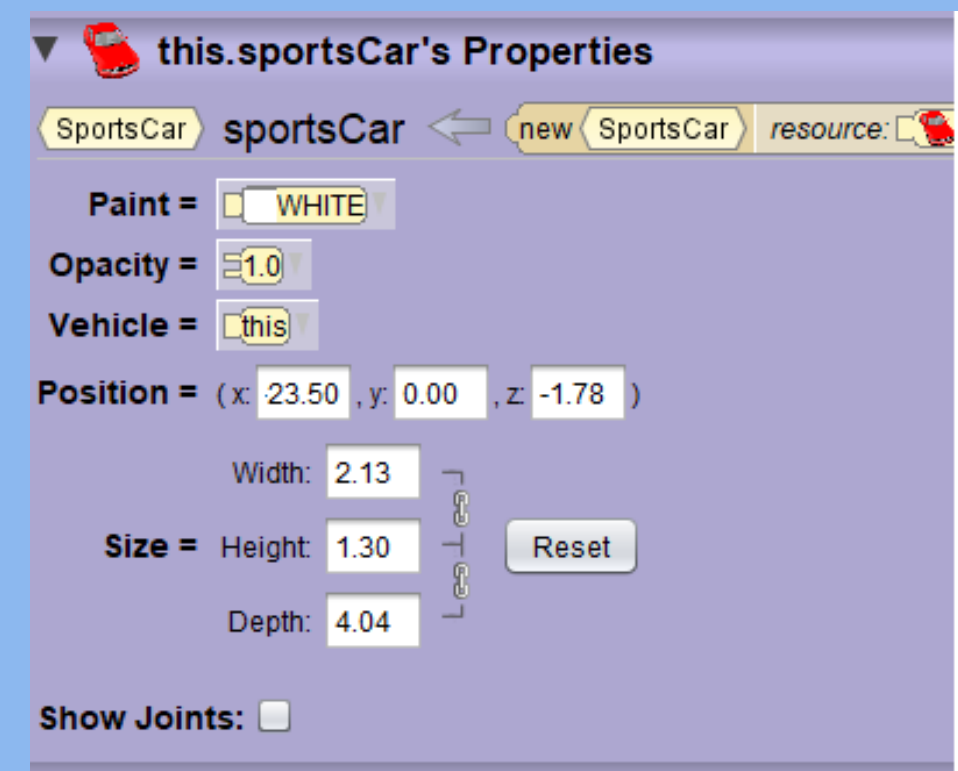
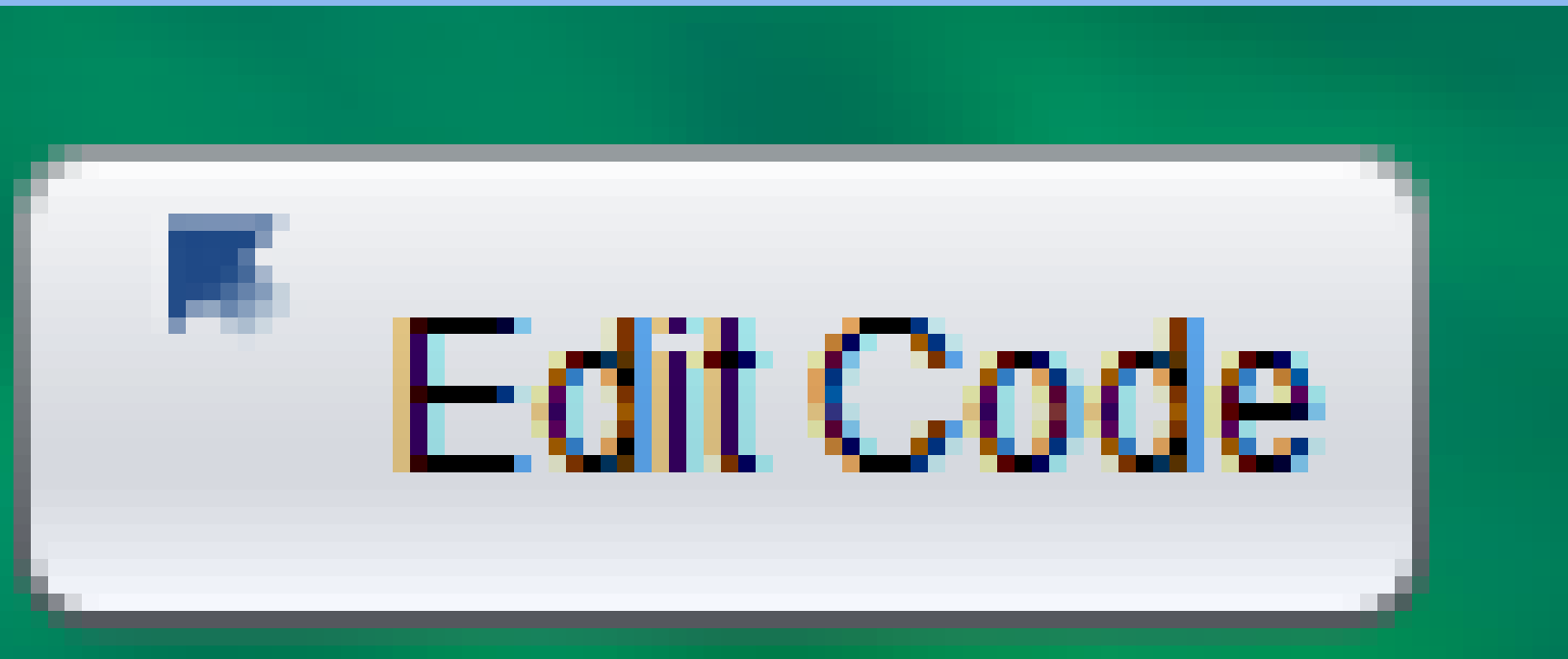


3

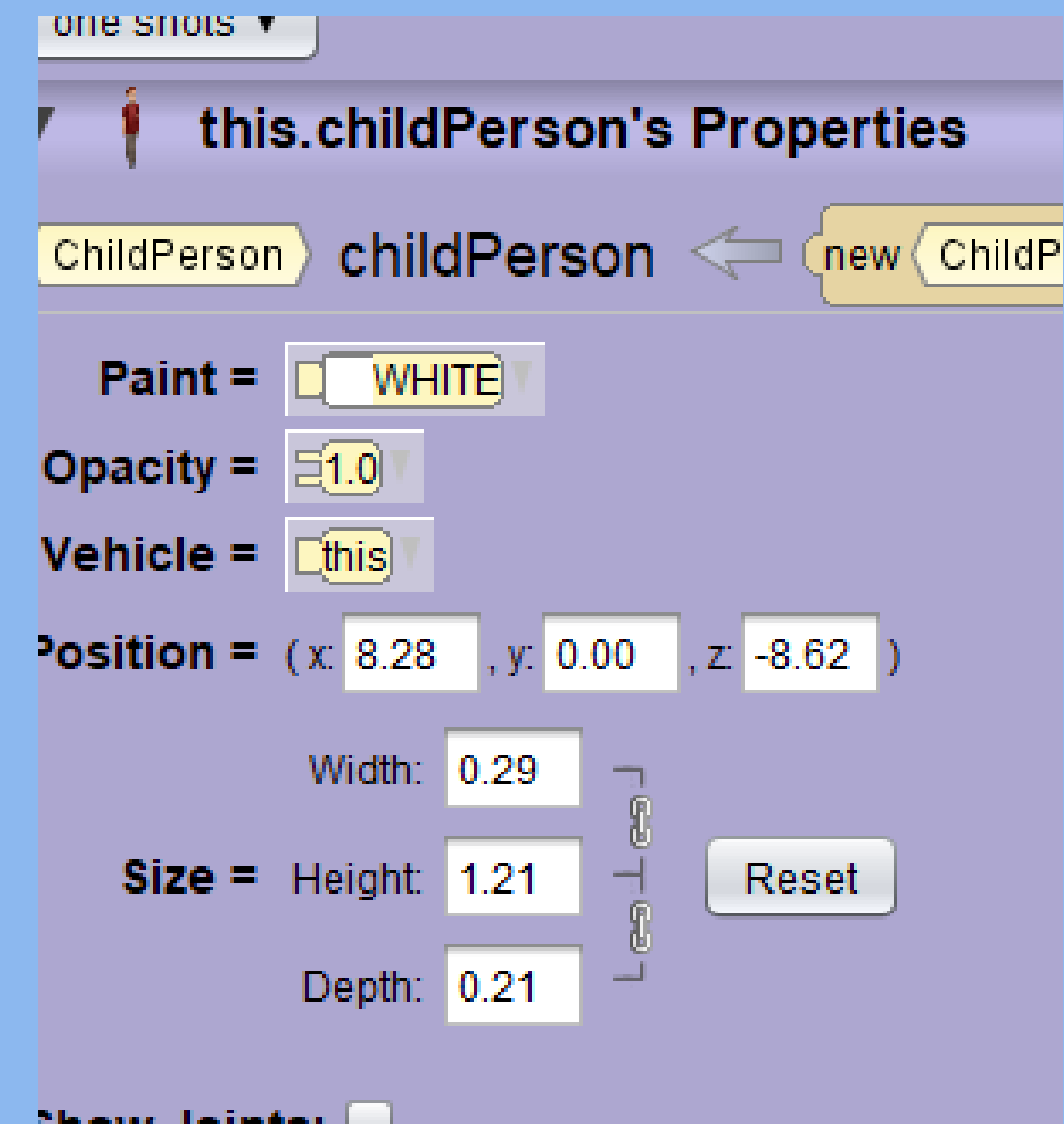
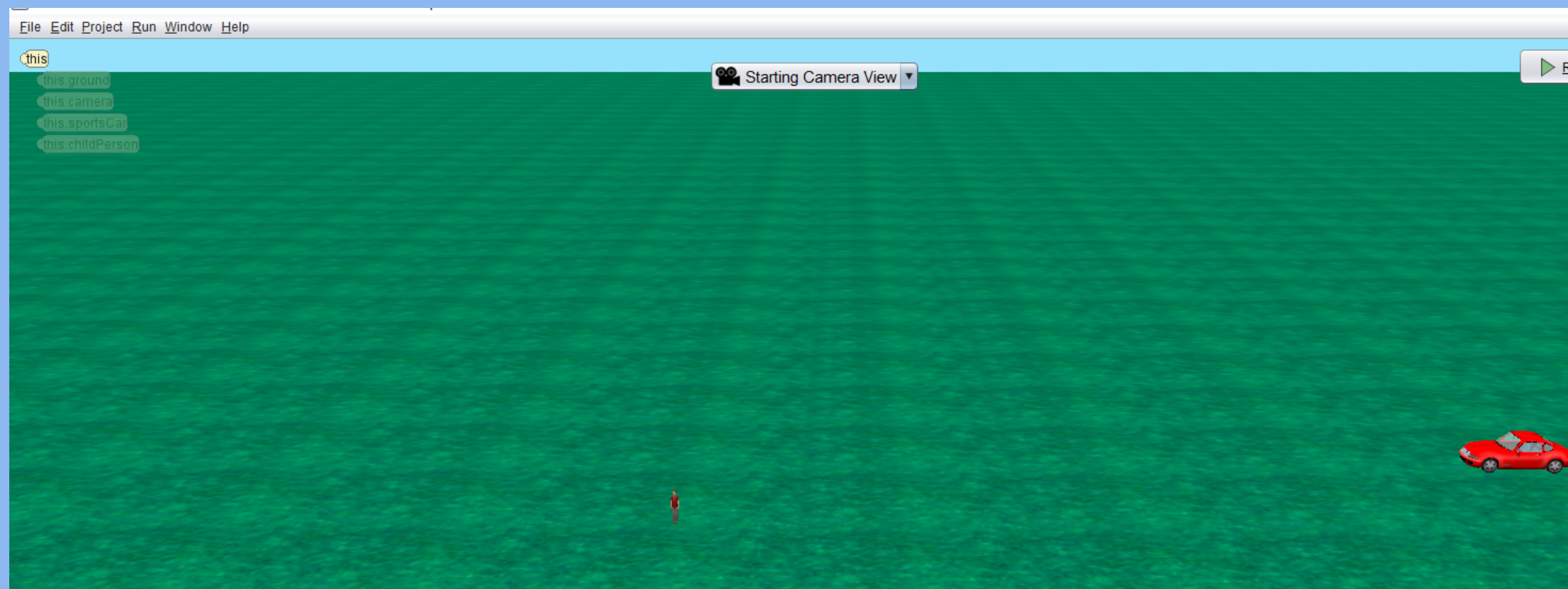
new SportsCar(_)

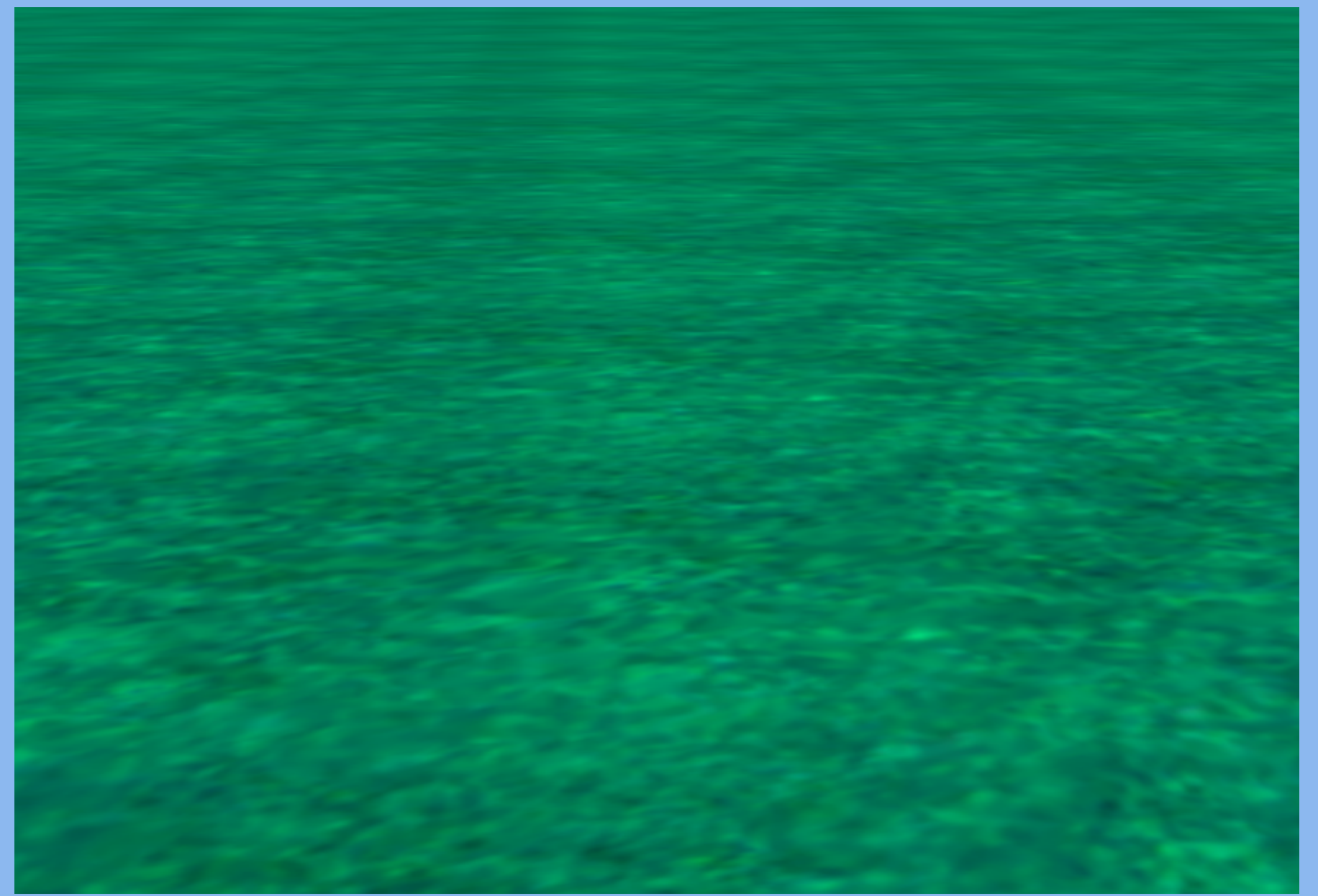


new SportsCar(MODERATE)



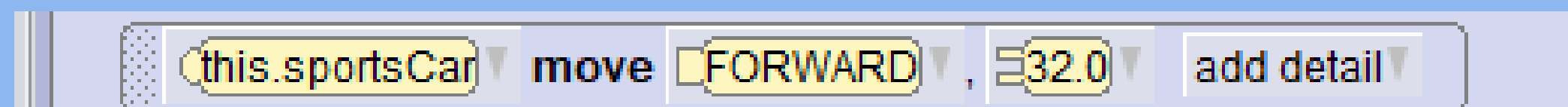
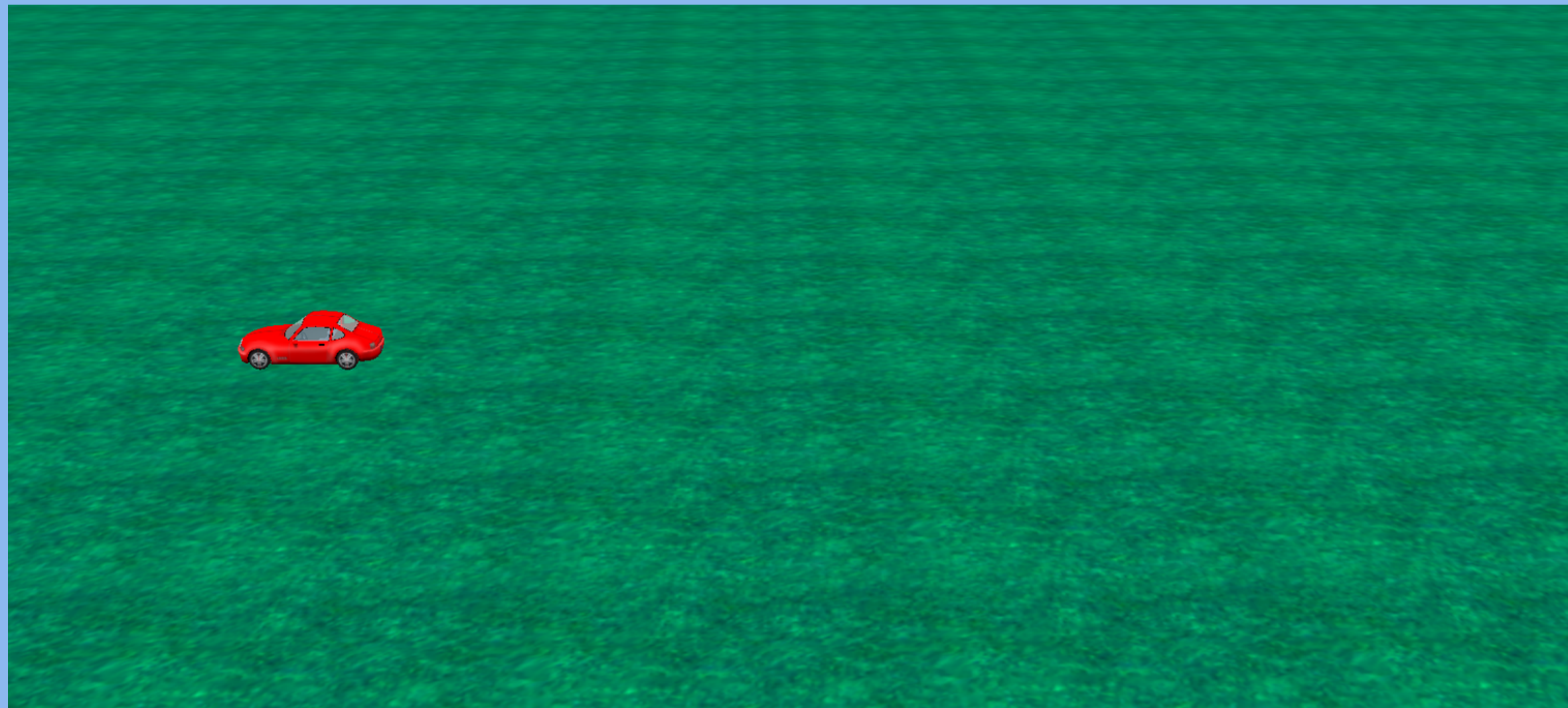
Click on the car and enter all exact value. Do the same for the child





click on the edit code button

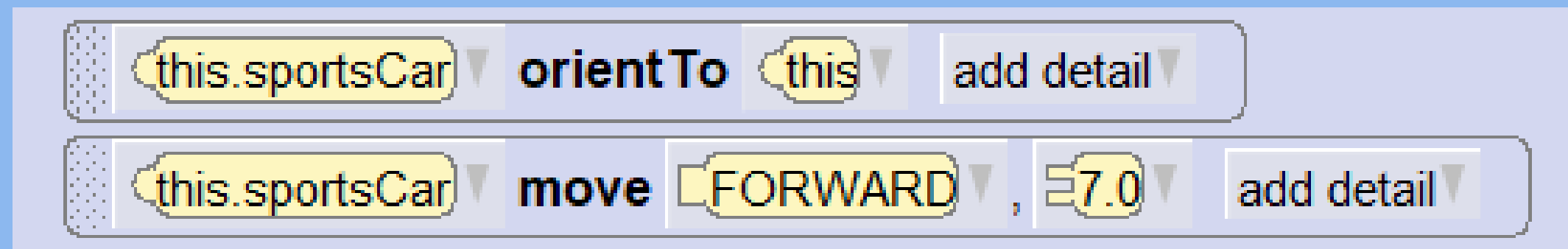
On the left choose the kid (under the litle square showing the scene) grab the same Block and enter value



On the left, choose the car grab this Block and enter this value

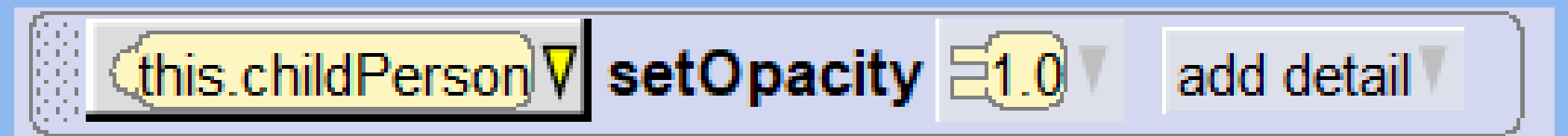


Grab this two Block and put the in this ordre with this value





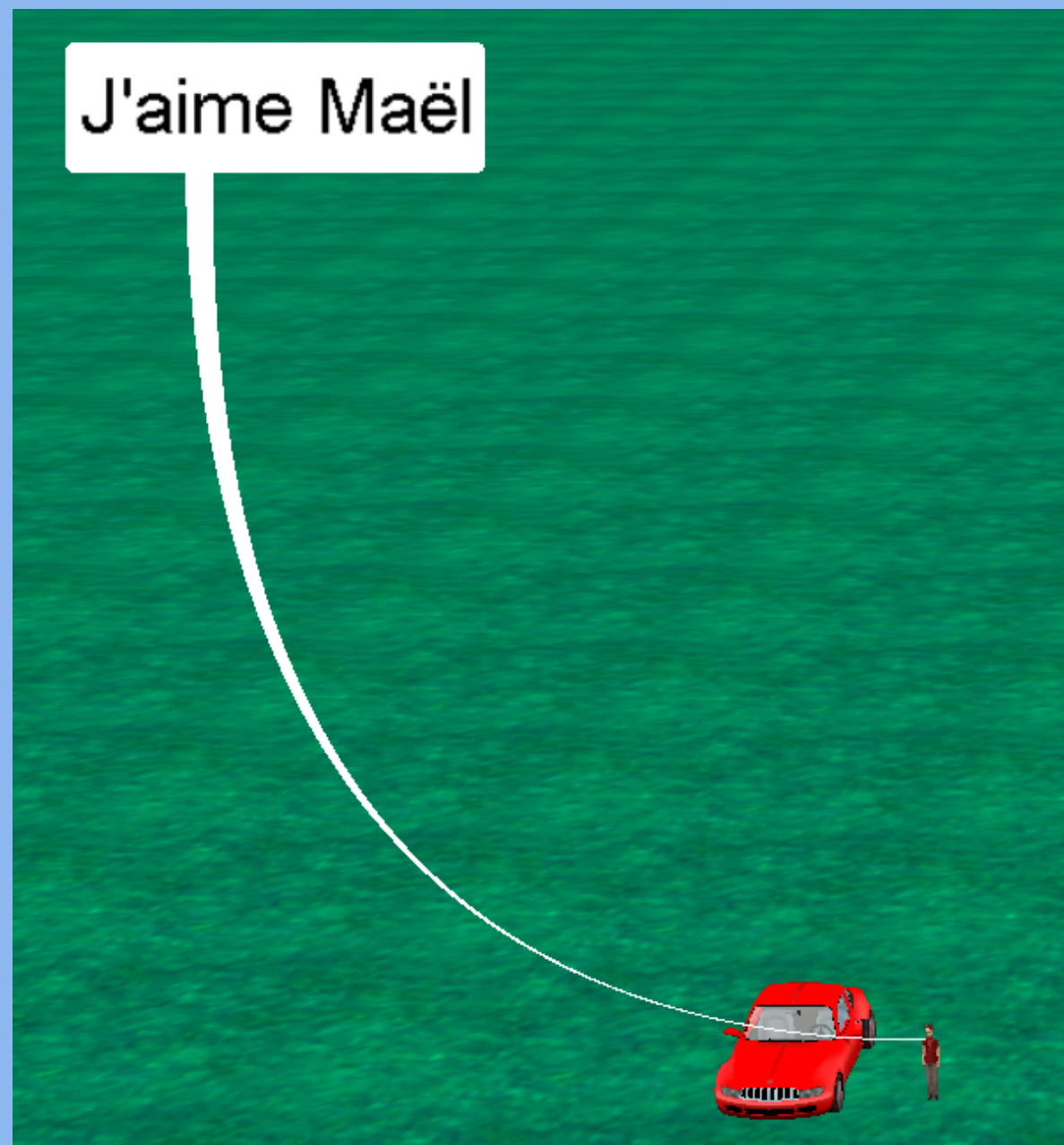
Choose the kid and this Block with same value



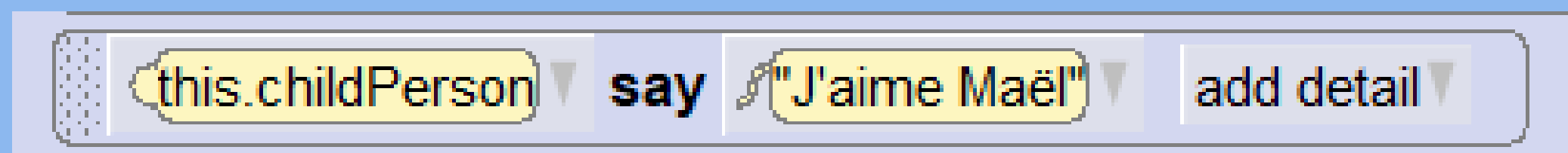


Choose this and enter this value

move ,



Choose this Block, custom text and enter this text





Take this two Block and enter this value

this.childPerson	roll	LEFT	, 8.0	add detail
this.childPerson	roll	RIGHT	, 8.0	add detail

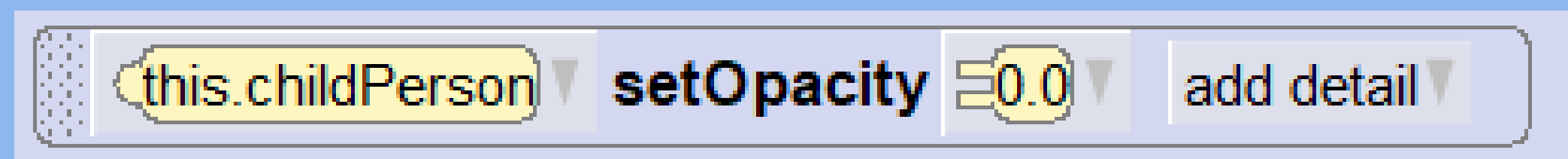


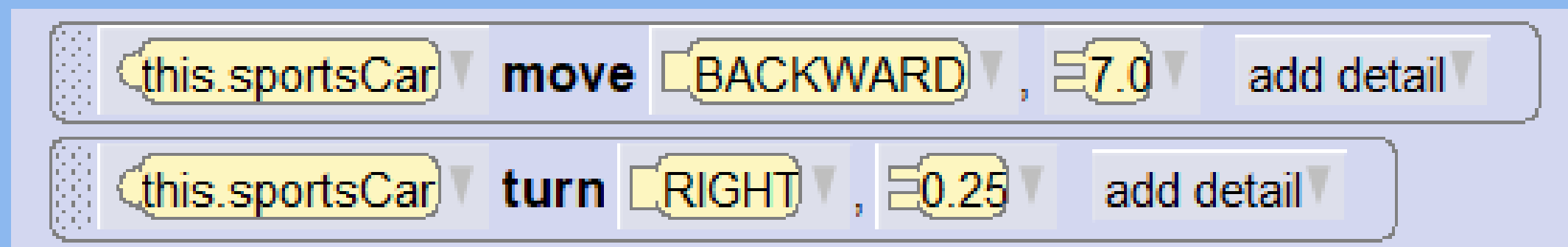
Choose this and enter this value

this.childPerson ▼	move	RIGHT ▼	, 2.0 ▼	add detail ▼
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Choose this and enter this value

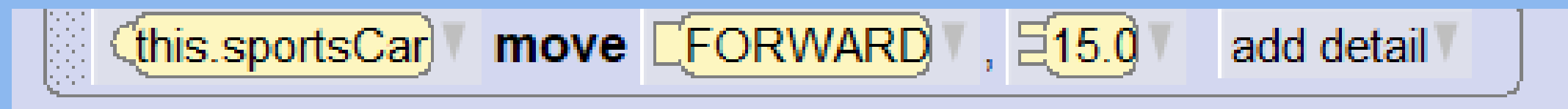


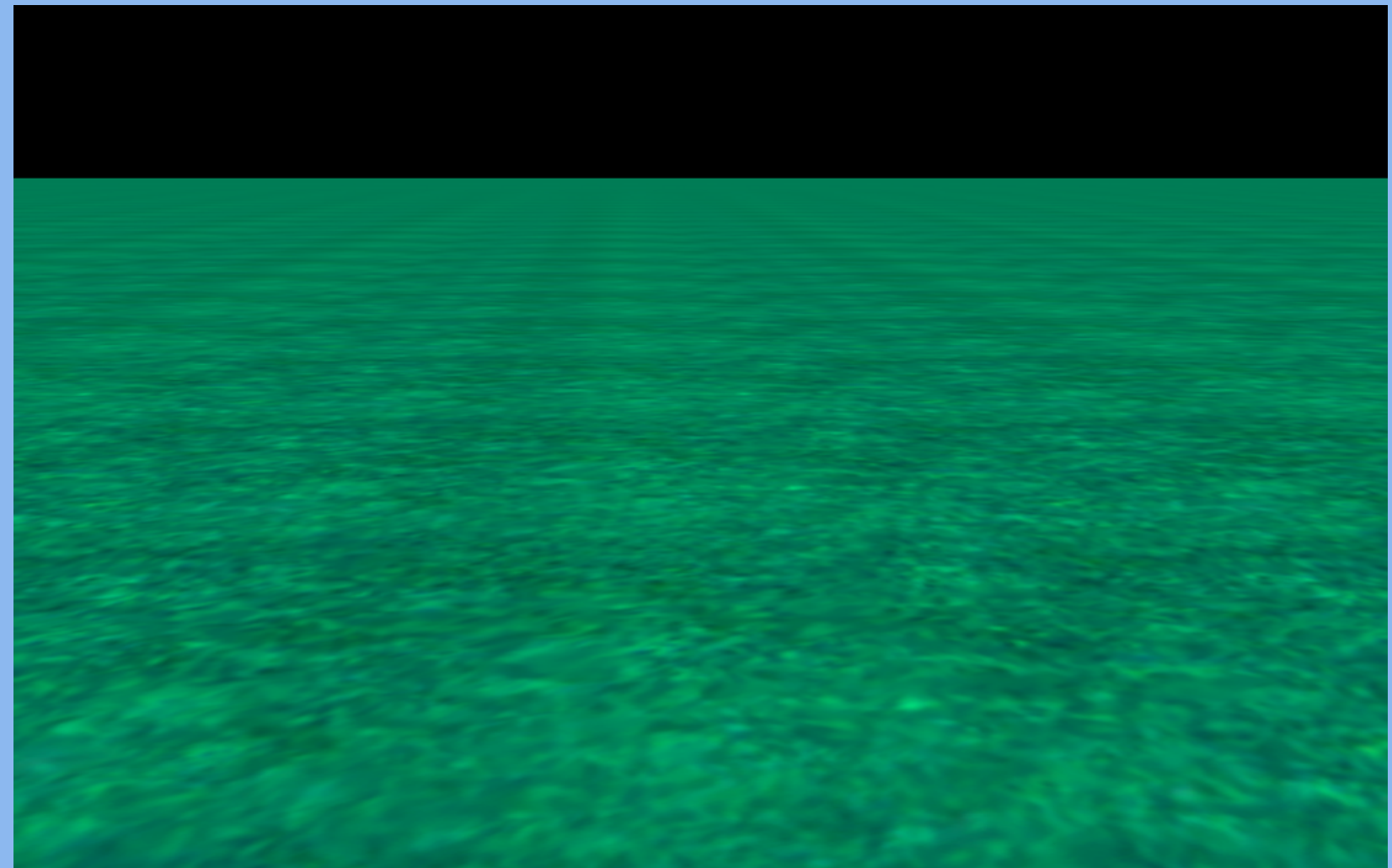


Select the car on the left menu and choose this two Block and enter the same value

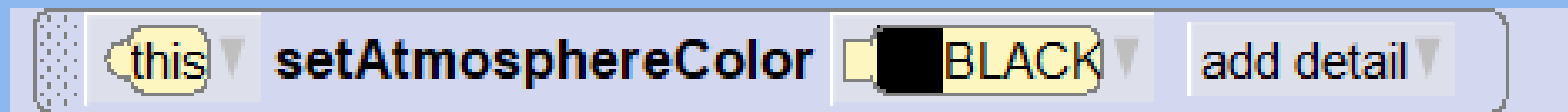


Choose this Block and enter the value White down

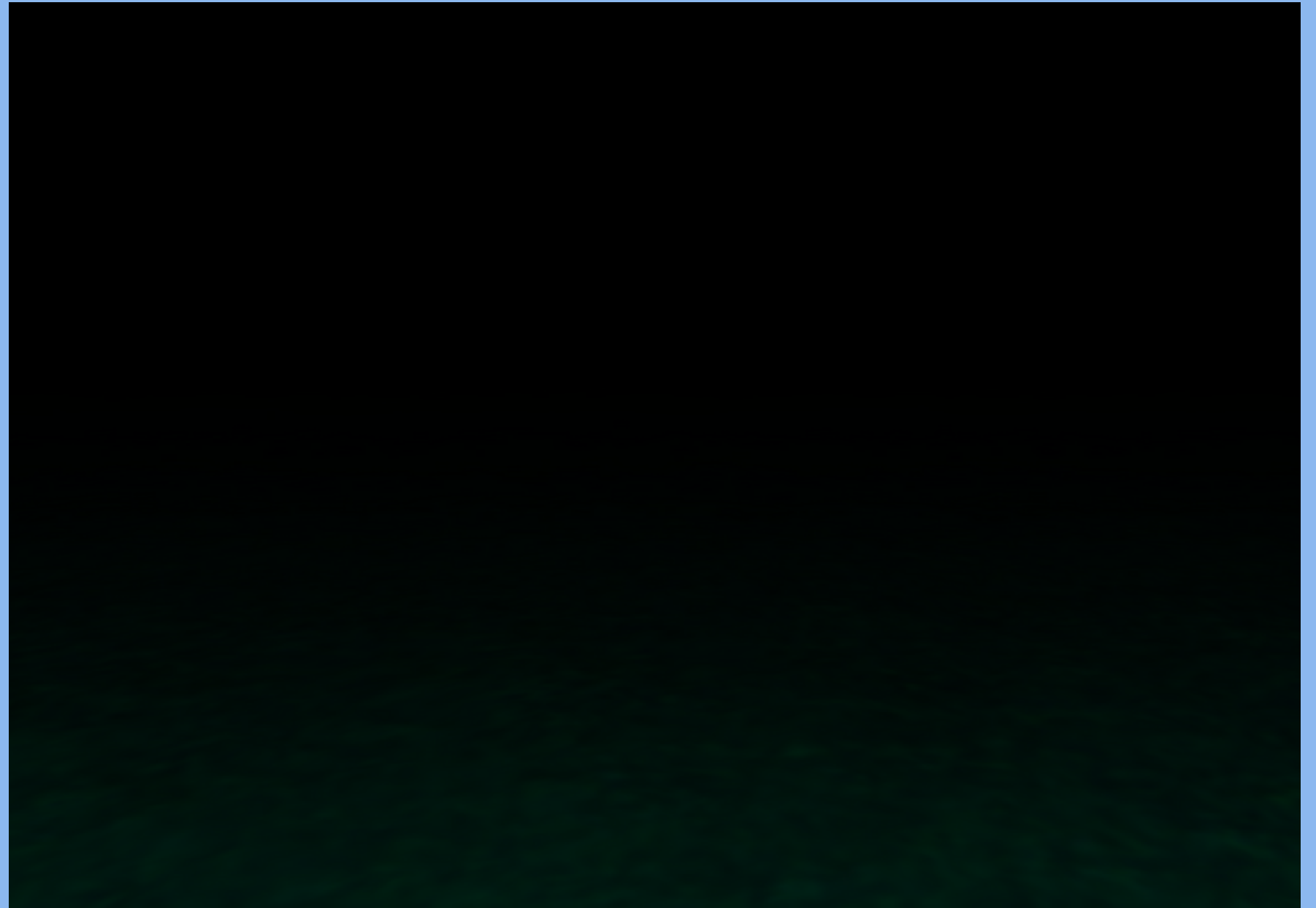
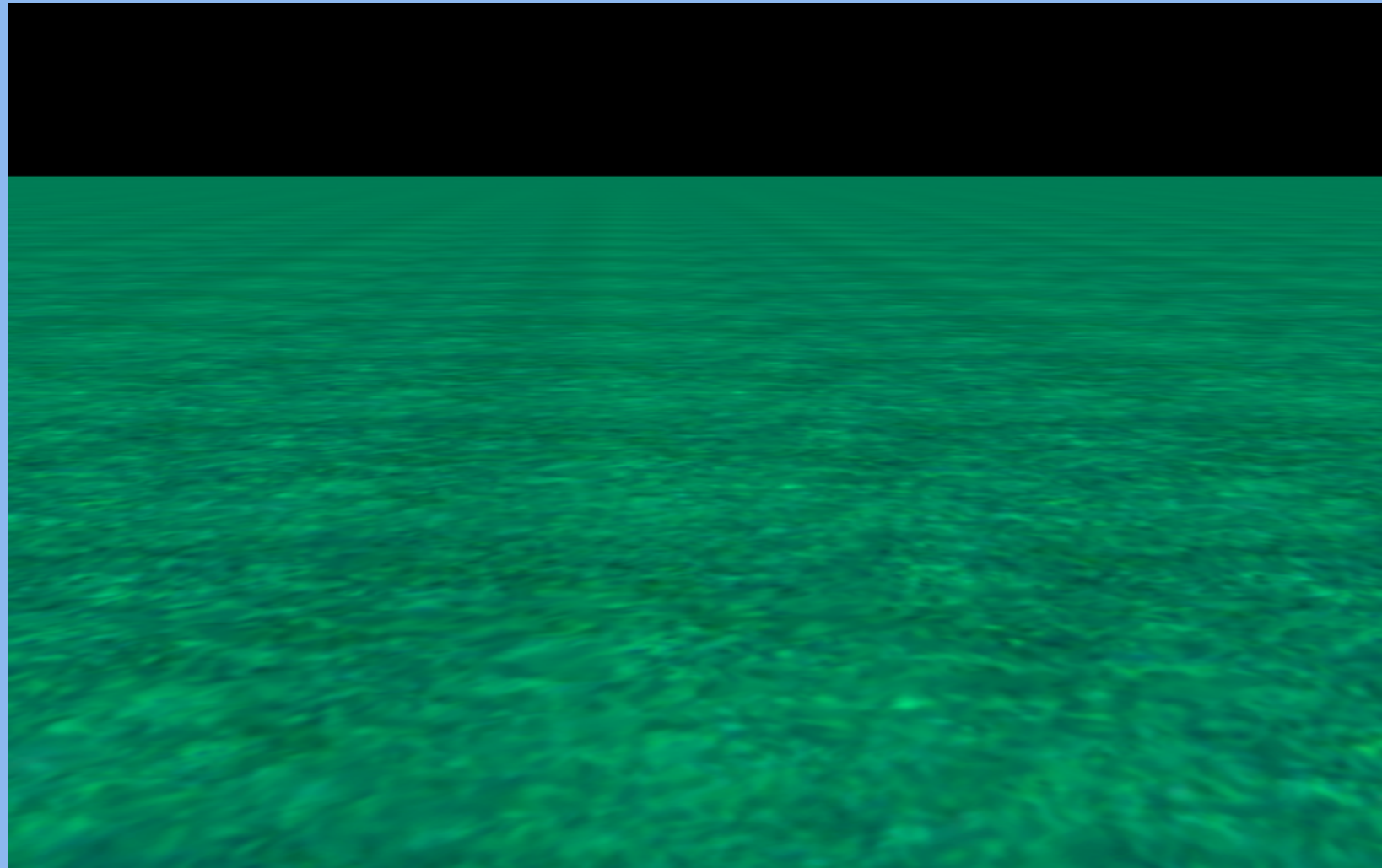




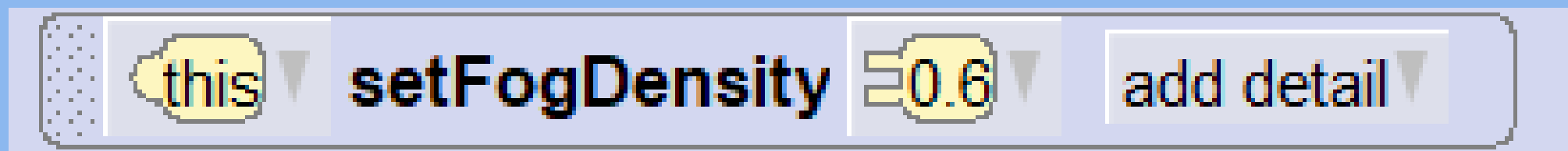
click on the ground in the little window that shows the scene

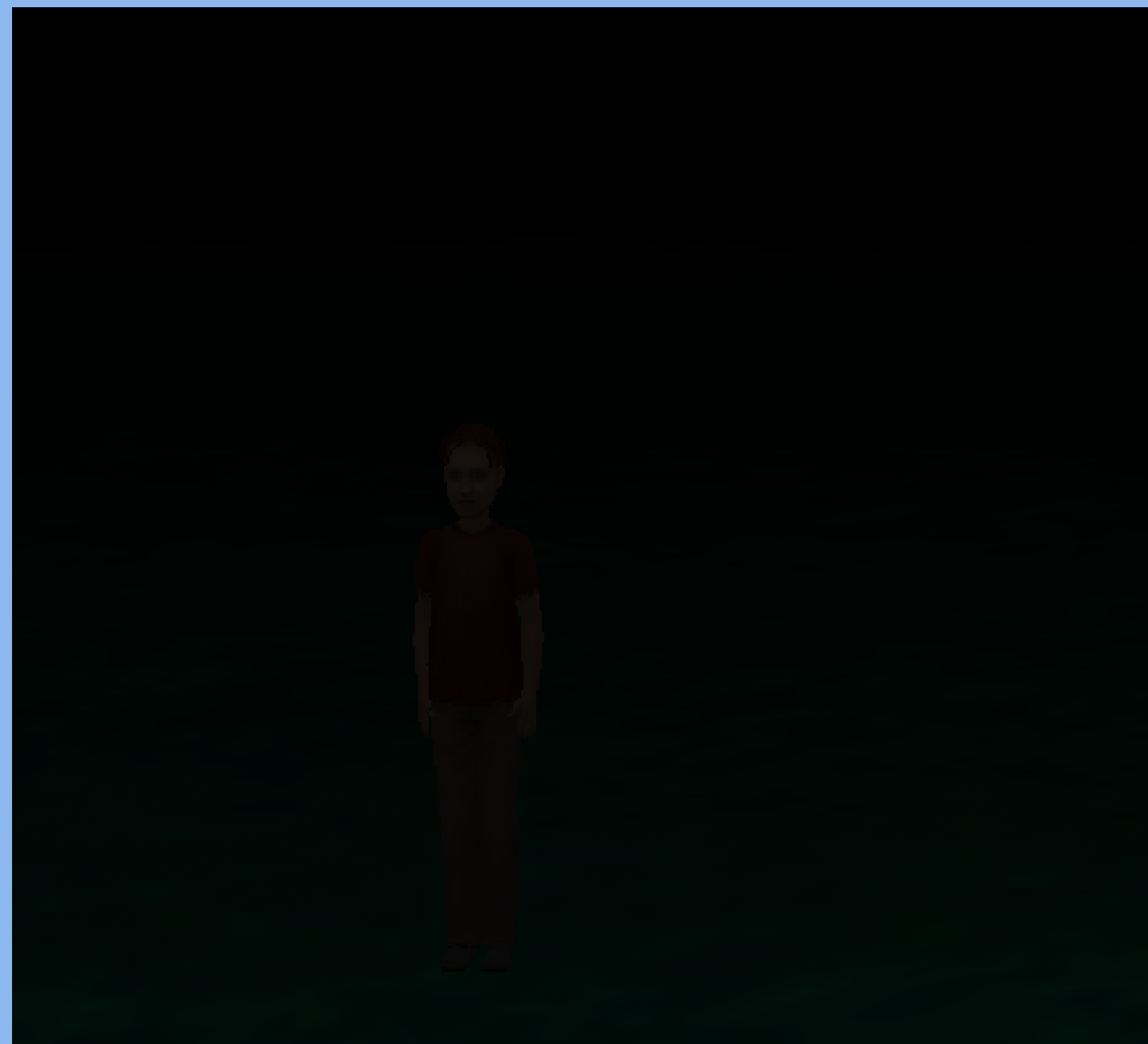


and took this block, choose black as color

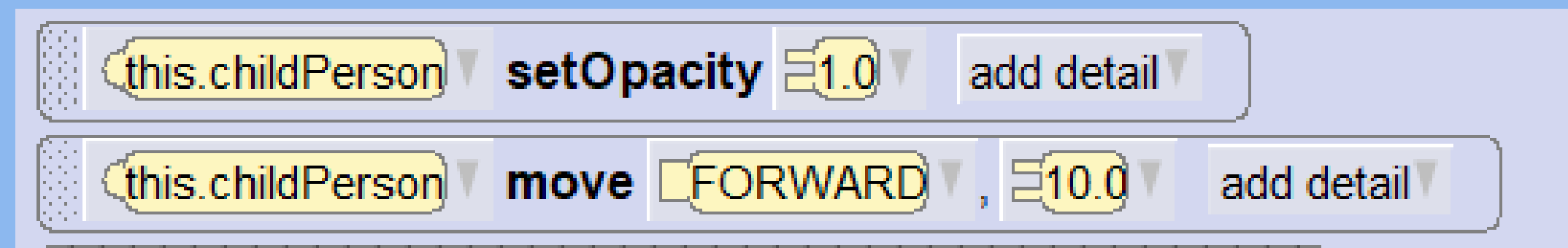


choose this block of code and set this value

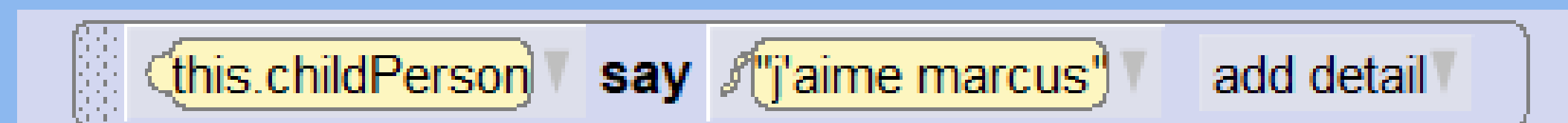




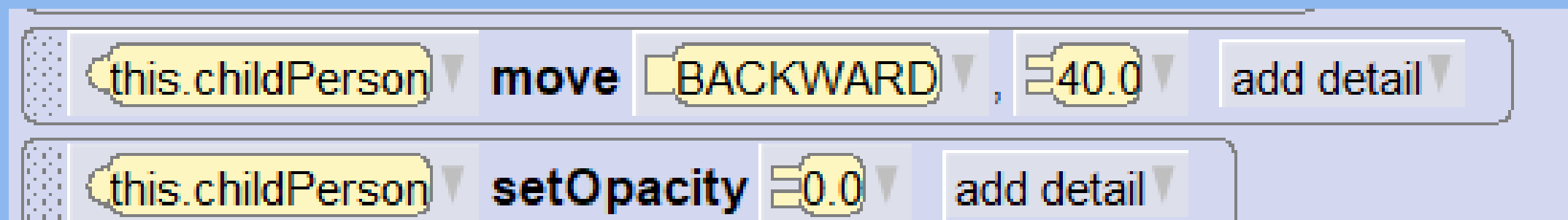
click under the window and
choose the child and this blocks
with this value

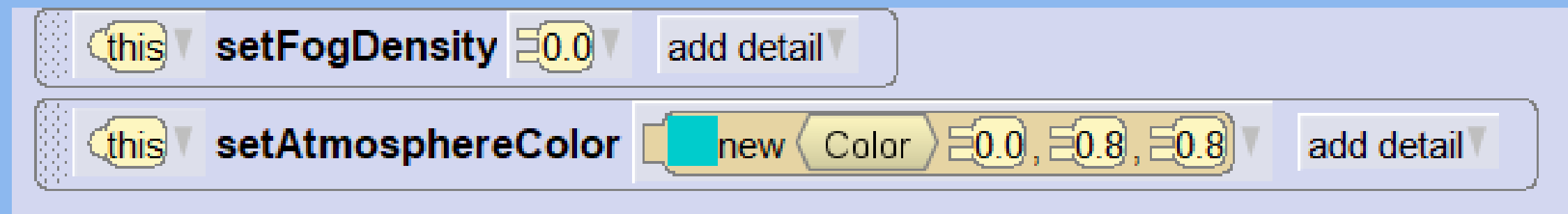


like before take this block and write this



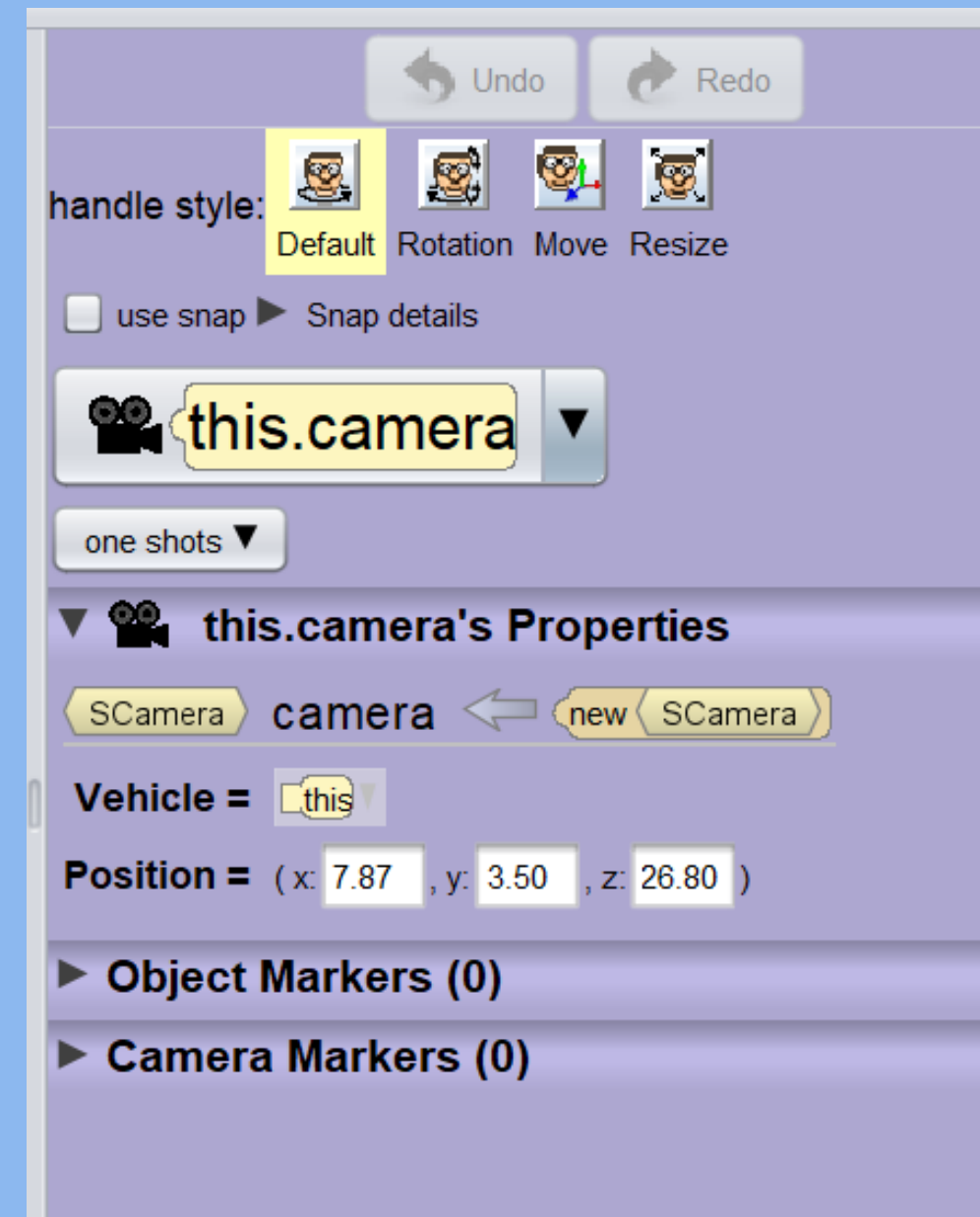
choose this two and enter the value





to finish, this 2 last one, like before click on the grass in the window select this two put this value in

at the end choose the
camera like for car and
kid. click on setup
scene and put this
value



And there is the Whole script and if y dont have the same change to have the same code

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

- this.childPerson setOpacity 0.0 add detail
- this.sportsCar move FORWARD, 32.0 add detail
- this.sportsCar orientTo this add detail
- this.sportsCar move FORWARD, 7.0 add detail
- this.childPerson setOpacity 1.0 add detail
- this.childPerson move LEFT, 2.0 add detail
- this.childPerson say "J'aime Maël" add detail
- this.childPerson roll LEFT, 8.0 add detail
- this.childPerson roll RIGHT, 8.0 add detail
- this.childPerson move RIGHT, 2.0 add detail
- this.childPerson setOpacity 0.0 add detail
- this.sportsCar move BACKWARD, 7.0 add detail
- this.sportsCar turn RIGHT, 0.25 add detail
- this.sportsCar move FORWARD, 15.0 add detail
- this setAtmosphereColor BLACK add detail
- this setFogDensity 0.6 add detail
- this.childPerson setOpacity 1.0 add detail
- this.childPerson move FORWARD, 10.0 add detail
- this.childPerson say "J'aime marcus" add detail
- this.childPerson move BACKWARD, 40.0 add detail
- this.childPerson setOpacity 0.0 add detail
- this setFogDensity 0.0 add detail
- this setAtmosphereColor new Color 0.0, 0.8, 0.8 add detail