Indiana Jones

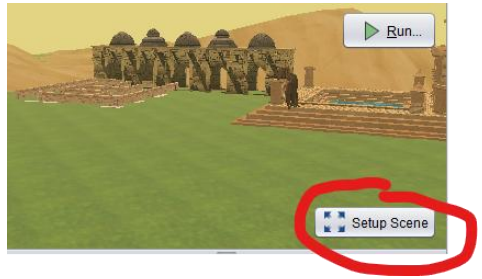
Tutorial Alice 3

Theme choice: India Full, in starters



2) Create Indiana Jones

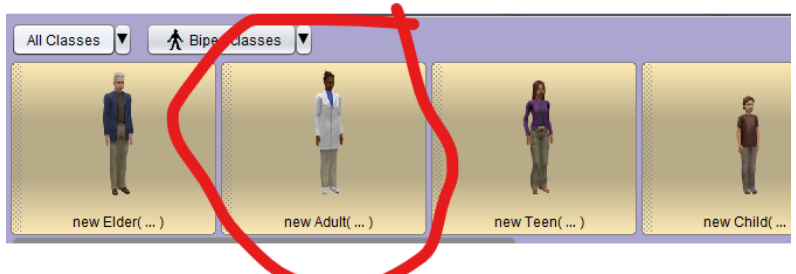
Étape 1: click on setup scene, at the bottom right of the image



Étape 2: click on biped classes

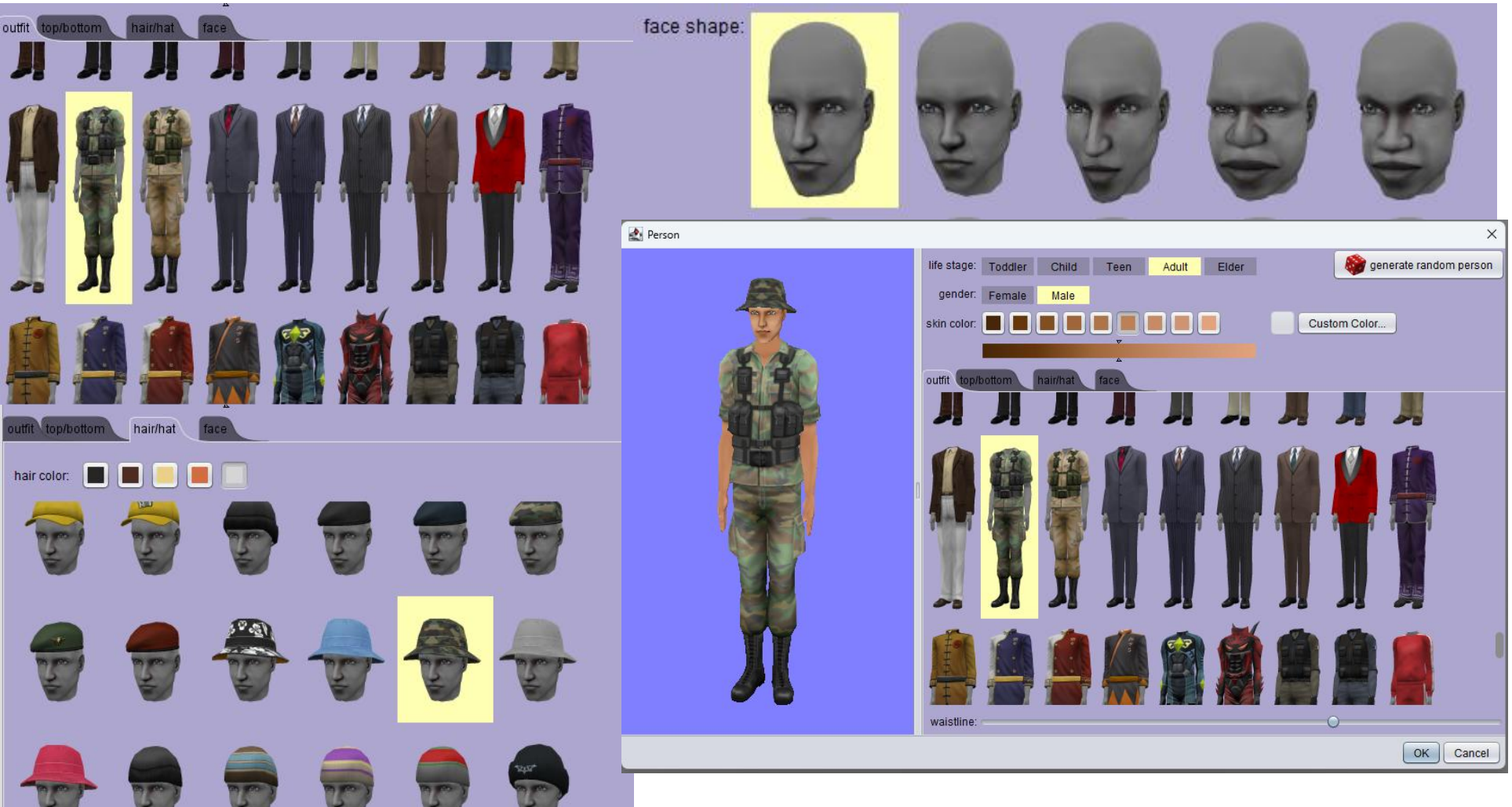


Étape 3: click on new adult

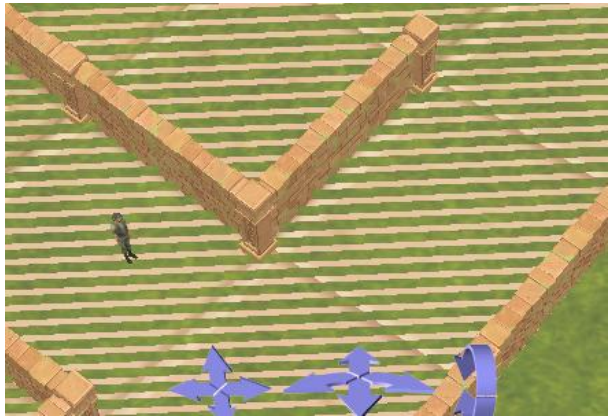


- Create your character’s outfit

- mine:



- Rename your character« indianajones » (no space)

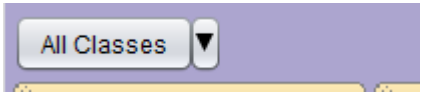


- Place him at the end of the maze, like this
- He has to face the wall while not being infront of it

- help : to find your character, click this on the arrows at the bottom
- of the page, then click this .indianajones

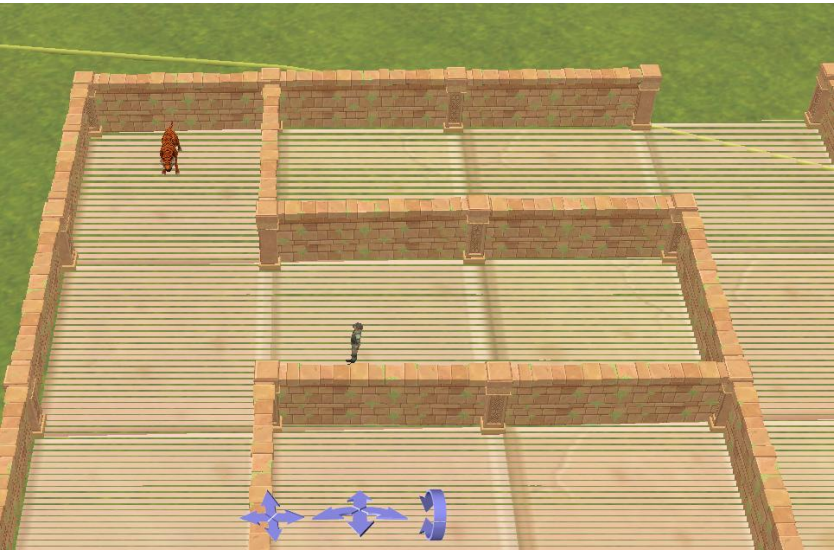


- Go now in All classes
- (tap on it)
- choose quadrupped classes , go at the end and choose new Tiger()





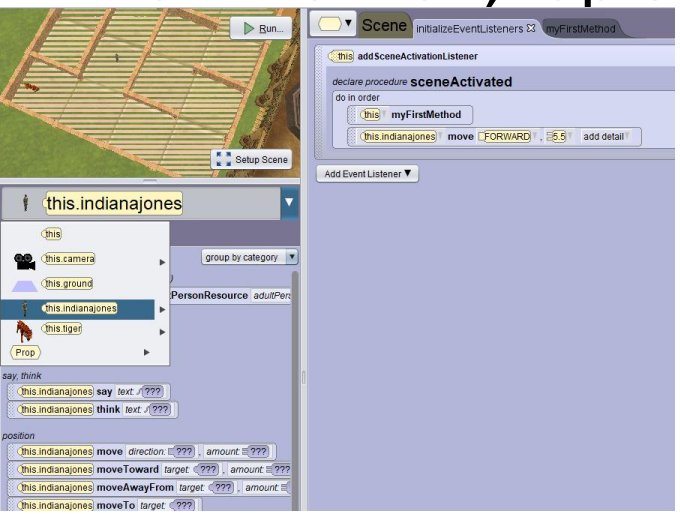
- Place it so we obtain this:



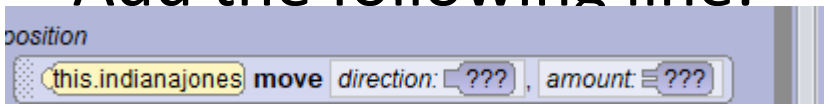
- Now, quit this page by clicking edit code



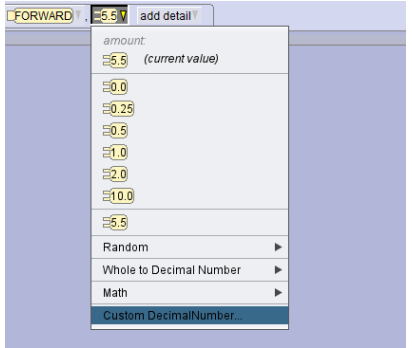
- From now on, tap on « this » part, then choose indiana jones



- Add the following line:

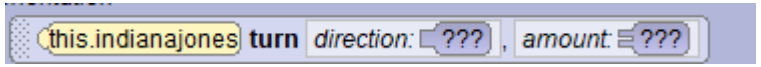


- Select the FORWARD direction, and enter acustom distance in the “amount” field; in my case, it was5.5, but you'll need to adjust this so that the character ends up in the middle ofthe tile directly in front of him





Click the “Run” button above “Setup Scene” to see when your Indiana Jones is in the right position.



Next, implement the “turn” command.Then place it in the “Activated” scene, like this (copy the functions):



Now, we will add the tiger’s movement.

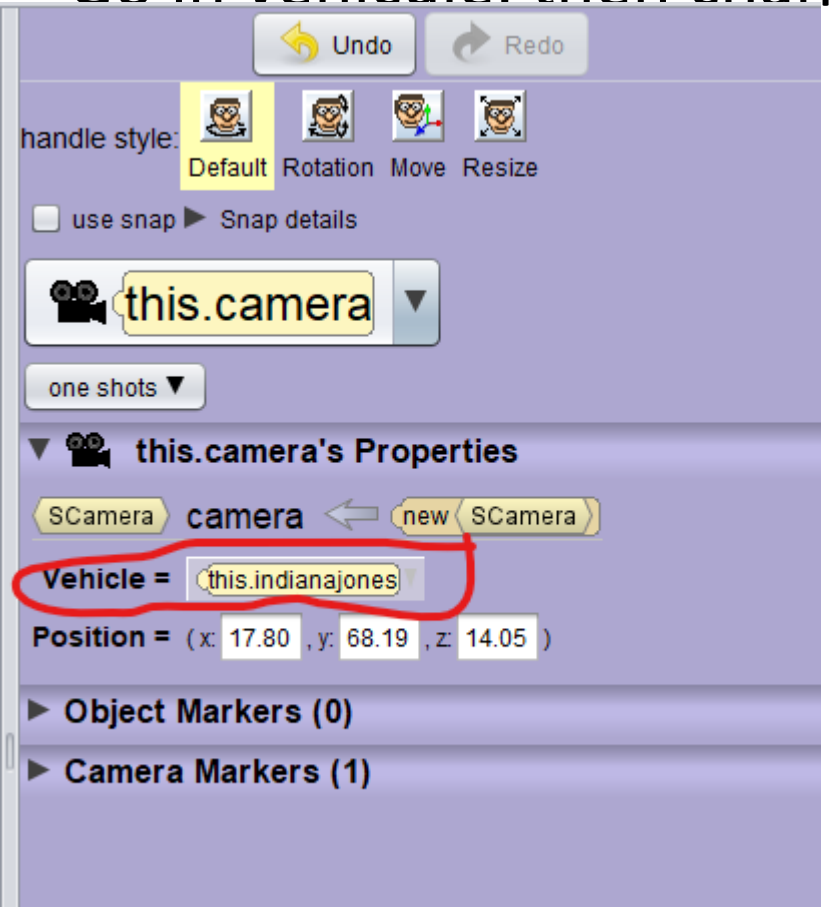
Go into the this., and select this tiger (don’t forget to add the lines I did, and change them so your character doesn’t bump into walls)



- Now, we will add all the movement in an order, so we get the end of the animation (just always repeat the same things)



- Now, to get the indiana jones's camera, we have to return to setup scene, then change the camera's position
- Go in vehicule, then change the this. By this.indianajones



- Now, if you have time to you can zoom the camera on indiana jones, the closest possible, then you should get this, like its his pov (point of view)



- When you finish this step, you normally get a first person view, and officially finished the tutorial

