

**Introduction to Computers – ITSC 1301**  
**Alice 2.0 Project One**

Name: \_\_\_\_\_ Course #/Sec.: \_\_\_\_\_

Due Date: \_\_\_\_\_

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- Printed code for all projects is due on the date assigned stapled in the same order as shown below with this coversheet on top.
  - Files must be saved in a folder named “Your Name Project 1”. The folder containing your completed saved projects must be loaded into the “Alice Project One” folder on the instructor computer in your classroom.
  - Late projects are not accepted.
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**Grading**

<b>Projects</b>	<b>Grades</b>
Project 1 Tutorial – “skaterHello” pp. AL2-AL50 (print on p. AL50)	_____
In the Lab – “Lab 1-2 penguin methods” #2 pp. AL54-AL56 (print on #11) <ul style="list-style-type: none"><li>• Follow all project instructions in the textbook</li><li>• The penguin must execute <u>three</u> movements separately – begin with flap wings<ul style="list-style-type: none"><li>○ Say the movement – two seconds</li><li>○ Do the movement</li></ul></li><li>• The penguin must turn a color</li><li>• The penguin must execute three movements at the same time<ul style="list-style-type: none"><li>○ Say the movements – four seconds</li><li>○ Do the movements</li></ul></li><li>• The penguin must turn and face the camera and say he/she is leaving<ul style="list-style-type: none"><li>○ Say the movement – two seconds</li><li>○ Do the movement</li></ul></li><li>• The penguin must turn to the side and glide out of the scene</li></ul>	_____
<b>Total Grade</b> (100 pts. maximum)	_____