

Alice Assignment 3
Due Monday, September 14

Space Invaders

Create a scene similar to the one below. I used the Spaceship in the SciFi folder from the online gallery, but you can use something else if you wish. Create a list as a property of the World that contains all the ships. When the world starts, make all the ships move down the screen, one at a time, by about one ship's length. (One meter will probably work; you may have to play with the amount) Create a World method called "zap" that causes a ship to turn black and stop moving. To do this, "zap" must have an object parameter, search through the list of ships for that object, and if it is found in the list, remove it from the list and change its color. To do this in Alice, "zap" will need a local variable to keep track of where it is in the list. Start the variable at zero, and increment it each time you move to the next element in the list. Then bind the "zap" method to an event that occurs when the mouse is clicked on one of the spaceships.

