This programming project is another way to show that you know the material taught in the class. However, in this assignment you get to use your creativity to create whatever world you would like. You just need to make sure your world has the following features of the Alice programming language. **DO NOT use code from previous assignments.**

**Due:** Last day of class

**Worth:** 10% of your grade or 10 points

**Alice Programming Project Requirements:**

1. Explain what your project will do. Defining your objective by briefly describing your animation program. (1/2 point)

2. Have a minimum of 4 different major objects that you will manipulate in the program. This does not include the background objects. (1/2 point)

3. Include comments explaining what is happening throughout the program that will help me understand what the program is doing. (1/2 point)

4. Create at least two world level methods. The world level method does not include “My first method”. They should all be used for something important in the project. Create at least one parameter in one of the world level methods. A world level method can be a long program in *My first method* broken up into multiple world level methods. (1 point)

5. Make use of at least 2 variables with correct data types. Make sure that you ask the user for information to put in at least one of those variables. (1 point)

6. Use all of the following world or object level functions at least once:
   
   a) Proximity: distance to, distance in front of, is within, is at least, etc. (1/2 point)
   
   b) Size: depth, width, height, is taller than, is shorter than, is wider than, is narrow than, etc. (1/2 point)
   
   c) Strings: a join with b, what as string. (1/2 point)
   
   d) Math: a > b, a < b, etc. (1 point)

7. You must use at least one of each of the following control structures: do in order (**explicitly**), do together, If/else, while, and loop. You must use valid conditions in the if/else and while statements. (3 points)

8. Create at least one new class. It should be used for something important in the project. Create at least one parameter in the class level method. You need to save the new class with the extension .a2c. (1 point)

Show the project to the professor and email the program, class object, and description of the project to amanno@kean.edu