

### 2.3 Problem Description

Build an undersea world containing a **goldfish**. Build a **swim()** method for the **goldfish** that makes it swim forward one meter in a realistic fashion. Add a **shark** to your world, and build a similar **swim()** method for it. Build a program containing a scene in which the **shark** chases the **goldfish**, and the **goldfish** swims to its giant cousin goldfish that chases the **shark** away. (Hint: Make the giant cousin goldfish by Saving and Importing your modified **goldfish**)

\*\*\*\*\* All information taken from the *Alice in Action* book, by Joel Adams.

Alice Problem # 2.3	Possible Points
File Saved Correctly Alice2_3Lastname.a2w File uploaded to your Google site under your Programming with Alice Page	2
Undersea world has been used (in the gallery)	5
REUSE an OBJECT from a CLASS File goldfish.swim() method has been created and works properly. Save the goldfish() object as a class file, then import it into this file and rename it as cousin. Make one visual change to the cousin (size, color) to make it different from the first goldfish object.	10
cousin.swim() method has been created and works properly.	5
shark.swim() method has been created and works properly	5
World.playScene1() method has been created and only has the goldfish swimming in the ocean.	20
World.playScene2() method has been created and only has the shark swimming towards the goldfish	20
World.playScene3() method has been created and only has the cousin coming to scare the shark away and save the goldfish.	20
REUSE and Object from a CLASS File. Your name has been imported as an object and Yourname.playCredits() has been called showing your name scrolling upwards on the screen.	5
Appropriate music has been added to the world and plays during the entire animations.	5
The only methods are called in the World.myFirstMethod() are: World.playScene1(); World.playScene2(); World.playScene3(); YourName.playCredits();	3
<b>Total Possible: 100</b>	