

1.5 Problem Description – Using the heBuilder or sheBuilder, build a superhero named Resizer, who can alter his or her size at will. Build a world in which Resizer demonstrates his or her powers to the user by growing and shrinking. Make sure that Resizer tells the user what he or she is going to do before doing it.

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

Grading Rubric

Problem # 1.5	Possible Points
File Saved Correctly Alice1_5Lastname.a2w	5
File uploaded to Google Site under <i>Alice Programming Page</i> .	5
Create a global method called playScene1() under the World Object .	5
1 character has been added as an object to the world using the heBuilder or sheBuilder tool named your first name (i.e. deb)	20
Object level grow() (ie. deb.grow()) method has been created and within it the character uses the say() method to explain what they are doing and then uses the resize() method to expand. Call this in playScene1().	20
Object level shrink() method has been created and within it the character uses the say() method to explain what they are doing and then uses the resize() method to shrink. Call this in playScene1().	20
You have imported your full name class (debWilson.a2c) and it has been added as a 3D object (debWilson). There should already be an object level method called playCredits() that has your name scrolling upwards at the end of the scene with everything else fading to black. Call that method in worldMyFirstMethod().	20
The only methods called in worldMyFirstMethod() are: playScene1() playCredits()	5
Total Possible: 100	

Good Luck!