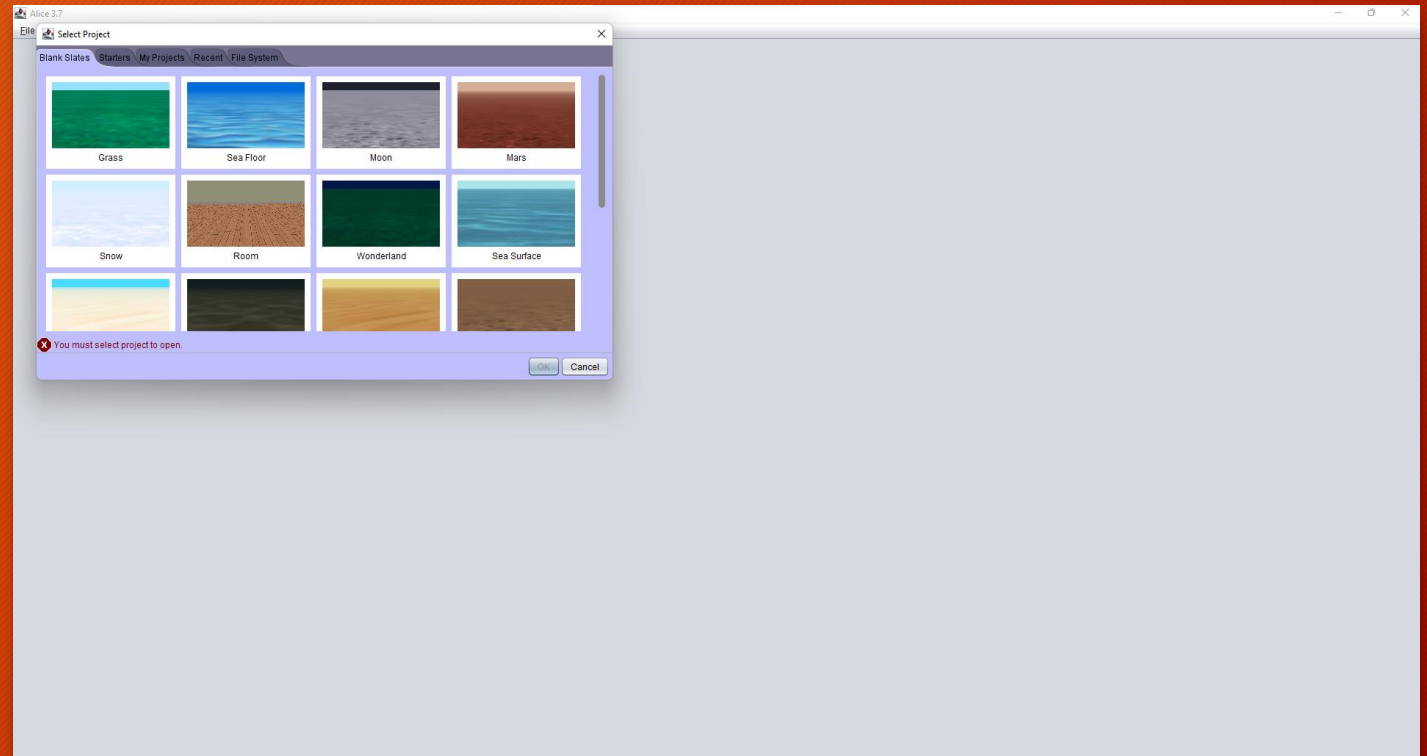


TUTORIAL 3D GAME ON ALICE

PRUNIER Laurian

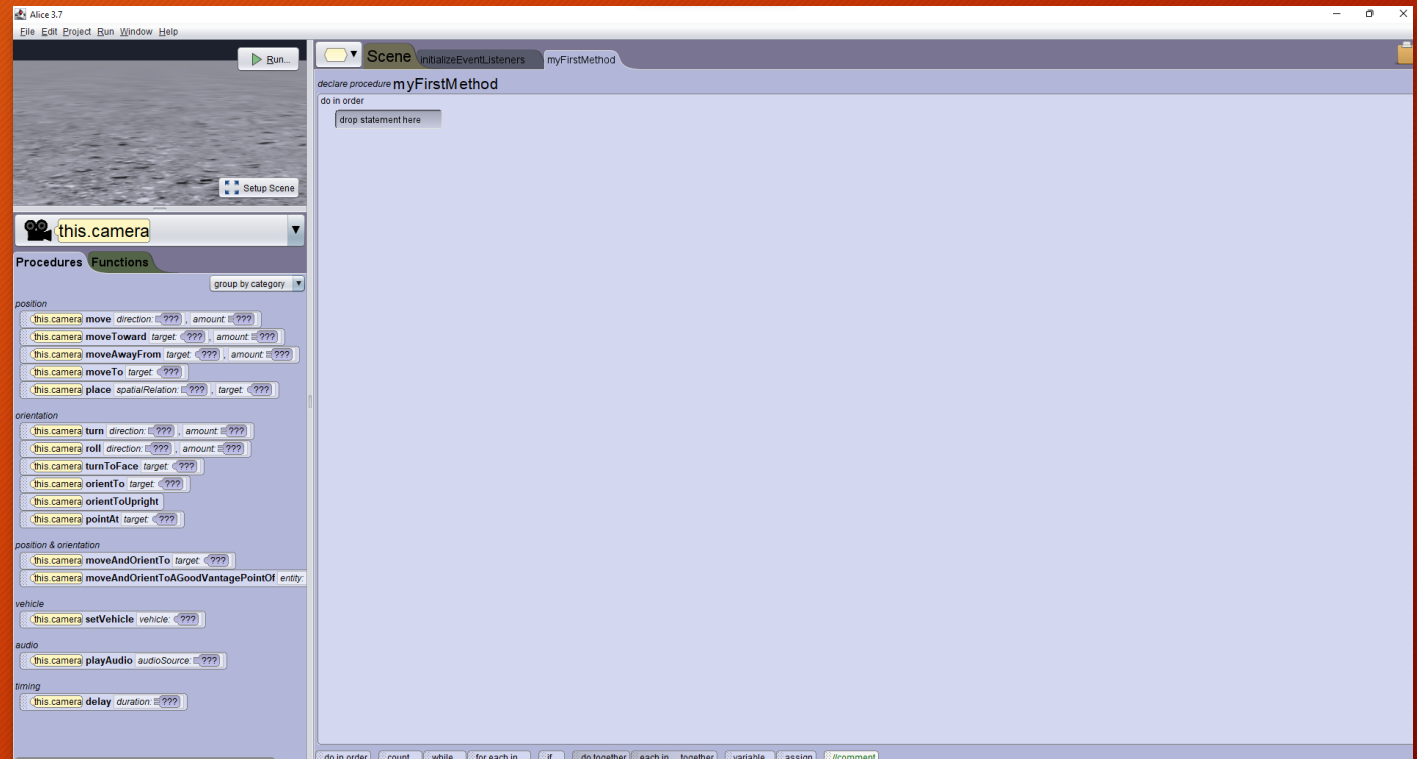
1. Open ALICE and Configuration

- Open ALICE and create a new project. After this, choose the moon world.



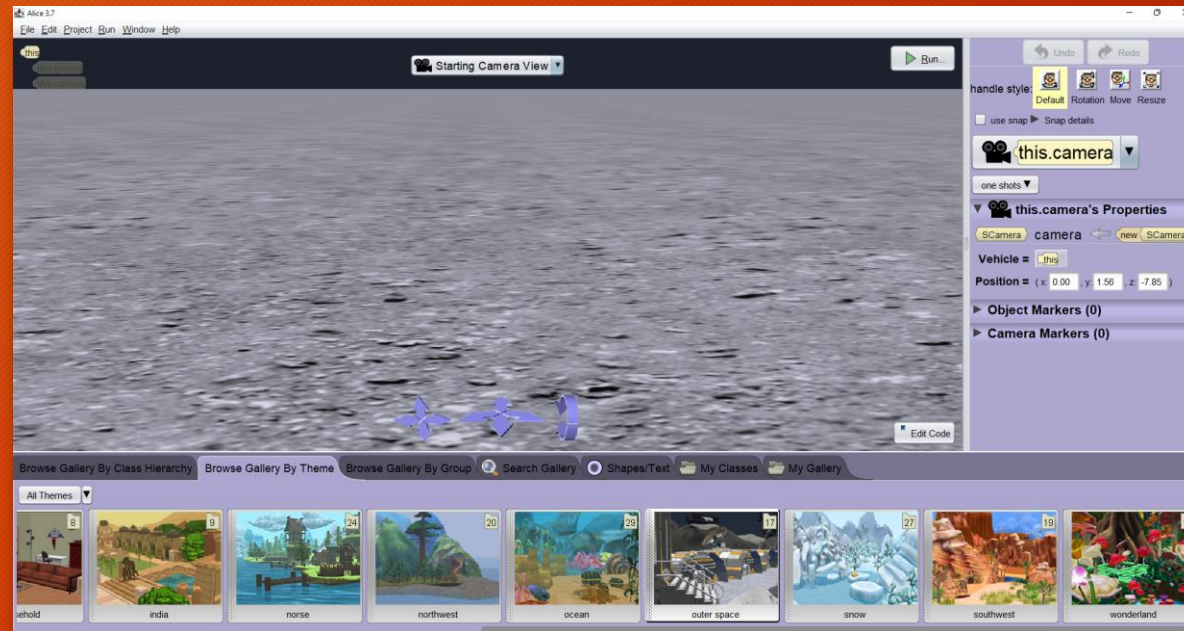
1. Open ALICE and Configuration

- When you create the project, you'll see this page.
- Go to Setup scene to start create our scene and put up some props.



2. Import object in the scene

- Go to “Browse Gallery by Theme” at the bottom of your screen.
- Choose the cuter space gallery and choose any props and objects you want.



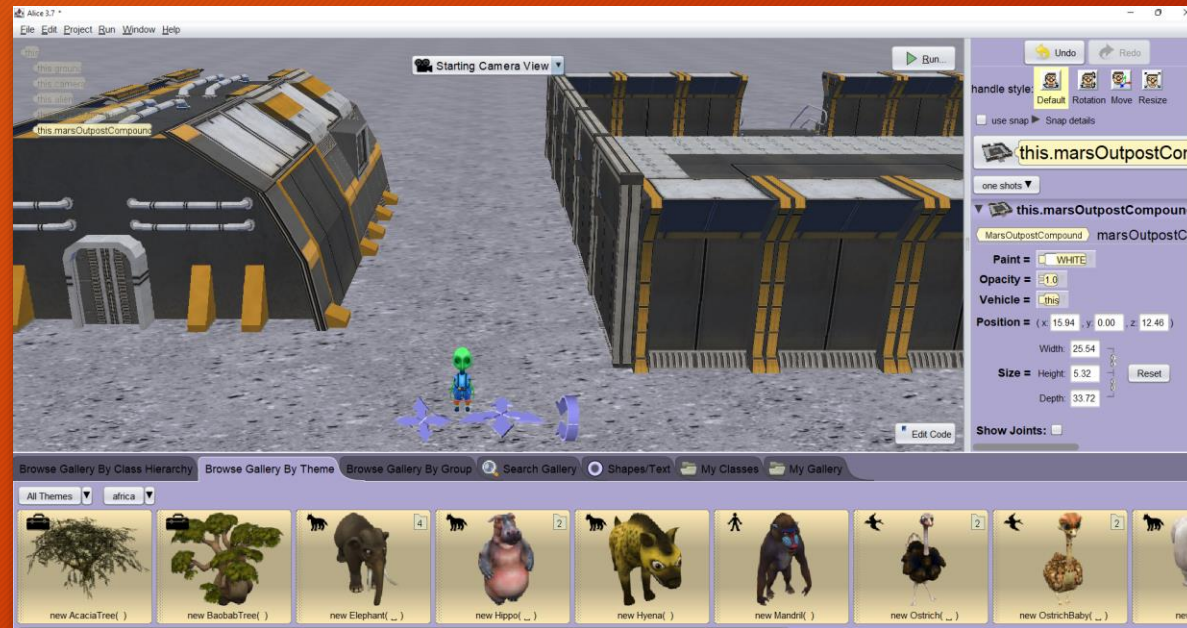
2. Import object in the scene

- Drag and drop props you want on your viewport window.
- For our 3D Animation, choose the Alien, Bunker, Outspot and the UFO.



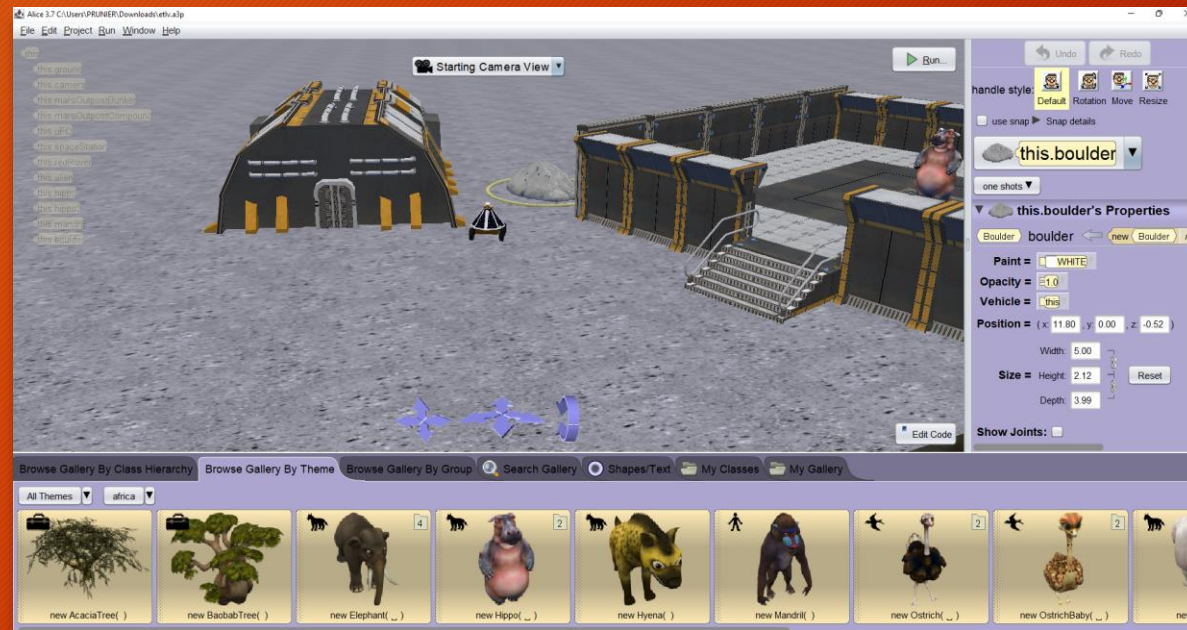
2. Import object in the scene

- Drag and drop your object wherever you want.
- Afterwards, go to Africa library and choose the Hippo props and drag it into your scene.



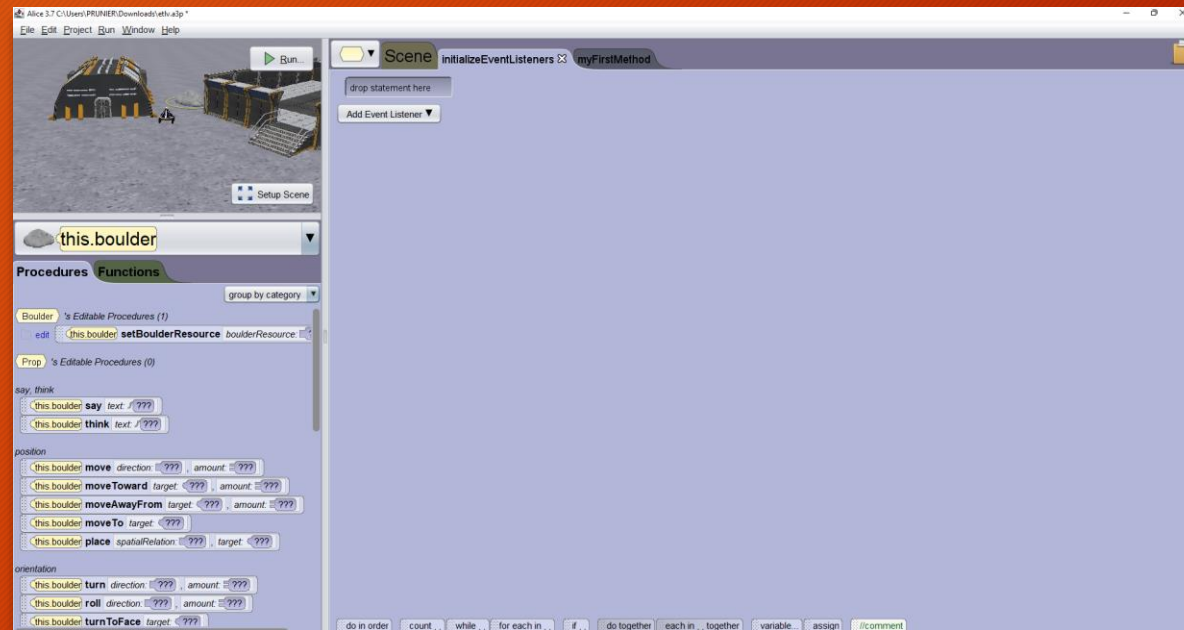
3. Animate the scene and

- Personally, I add some other props I wanted. You can add it if you want to setup your scene.
- Afterwards, we're gonna start animate the scene. So go back to your Edit code at the bottom right corner of your viewport window.



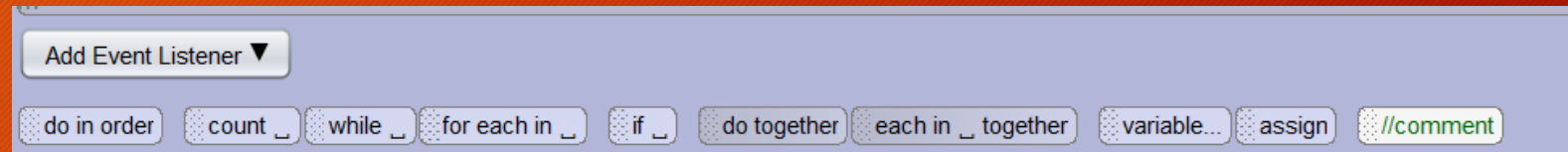
3. Animate the scene and

- Go to your initializeEventListeners window and start to animate the scene.



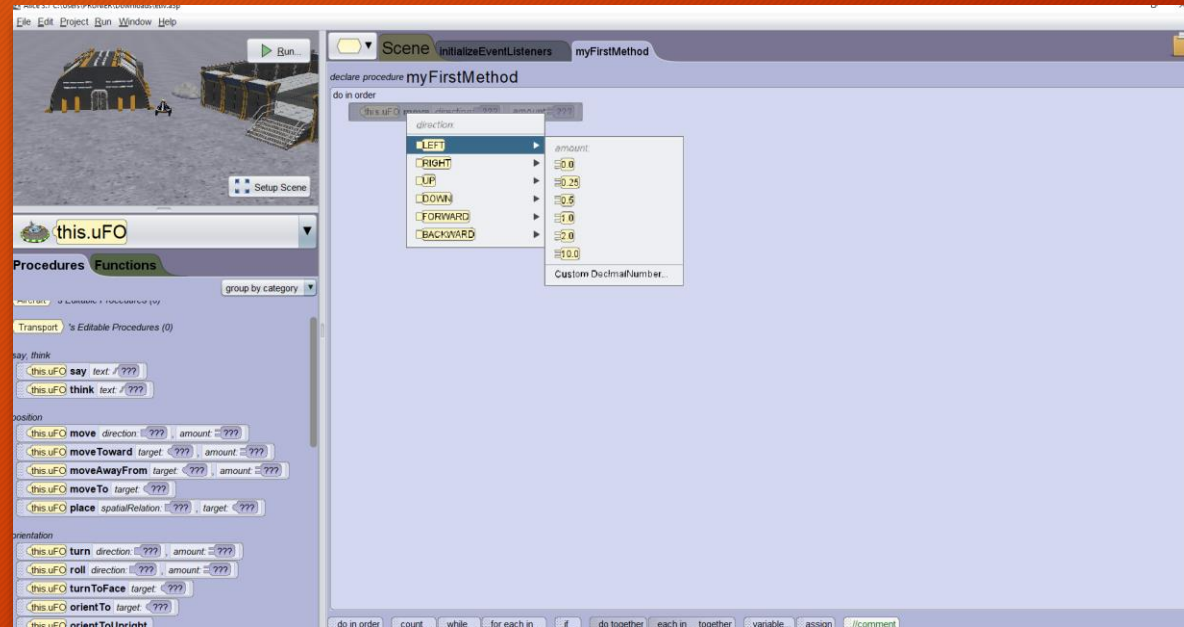
3. Animate the scene and

- At the bottom of your screen, choose the “do together” and drag into the “inititalizeEventListeners” window.



3. Animate the scene and

- Choose the uFO object on the left window and on the procedures window, drag and drop the “this uFO move direction...” block.
- Afterwards, choose “down” and “20” block.



3. Animate the scene and

- Repeat like the previous page. But this one, go choose the Alien and drag the “this alien resize...” block and set the value to 10.0.



3. Animate the scene and

- Then, Repeat it for all of these on the screenshot.

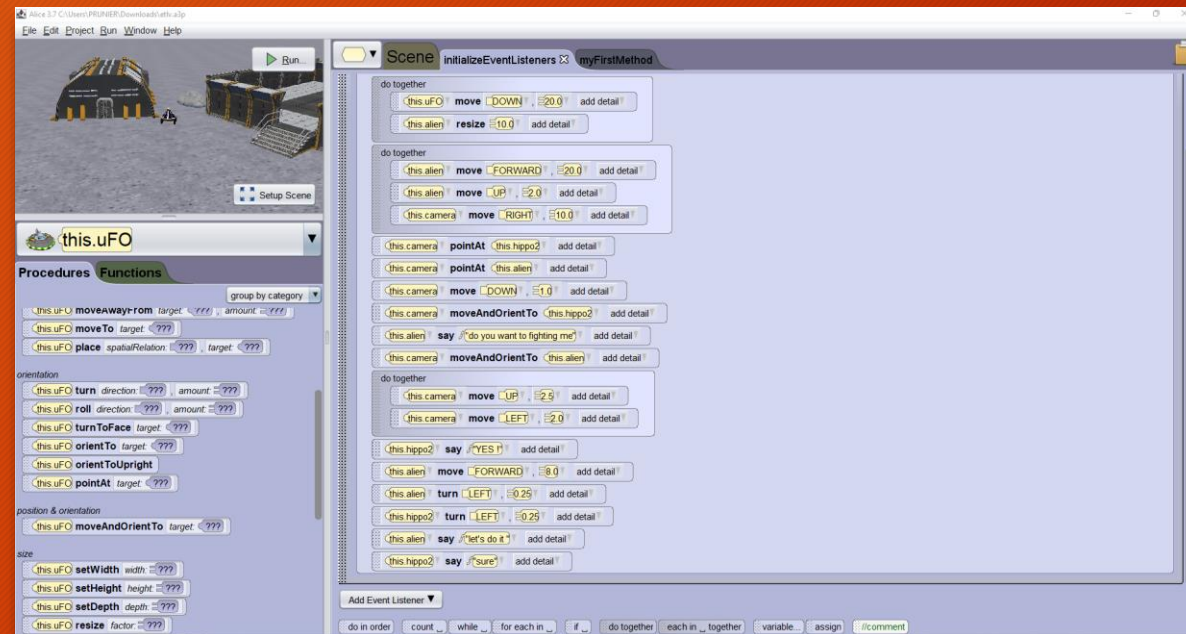


The screenshot displays a Scratch script with the following blocks:

- do together** loop:
 - `this.uFO` **move** `DOWN` `20.0` **add detail**
 - `this.alien` **resize** `10.0` **add detail**
- do together** loop:
 - `this.alien` **move** `FORWARD` `20.0` **add detail**
 - `this.alien` **move** `UP` `2.0` **add detail**
 - `this.camera` **move** `RIGHT` `10.0` **add detail**
- `this.camera` **pointAt** `this.hippo2` **add detail**
- `this.camera` **pointAt** `this.alien` **add detail**
- `this.camera` **move** `DOWN` `1.0` **add detail**
- `this.camera` **moveAndOrientTo** `this.hippo2` **add detail**
- `this.alien` **say** `"do you want to fighting me"` **add detail**
- `this.camera` **moveAndOrientTo** `this.alien` **add detail**
- do together** loop:
 - `this.camera` **move** `UP` `2.5` **add detail**
 - `this.camera` **move** `LEFT` `2.0` **add detail**
- `this.hippo2` **say** `"YES !"` **add detail**
- `this.alien` **move** `FORWARD` `8.0` **add detail**
- `this.alien` **turn** `LEFT` `0.25` **add detail**
- `this.hippo2` **turn** `LEFT` `0.25` **add detail**
- `this.alien` **say** `"let's do it"` **add detail**
- `this.hippo2` **say** `"sure"` **add detail**

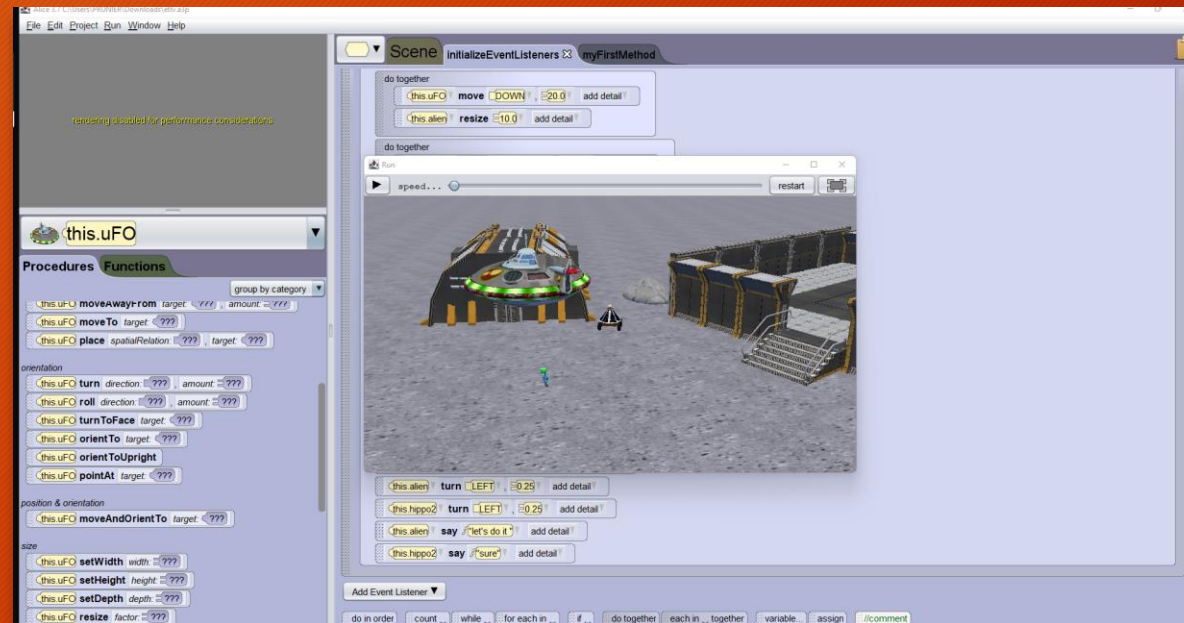
4. Preview of the game

- When you finished, if you want to watch the preview of your game, go to the “Run” button at the top right of your screen.



4. Preview of the game

- Then, a window like this will open on your screen. This is the preview of the cinematic you've created.



CONGRATULATION

- Congratulation ! You did your first short game on ALICE ! Now let's improve your creativity and enjoy the software to create new things !

