

The background of the slide is a solid brown color. Overlaid on this are numerous diagonal stripes and circles in various colors including blue, green, yellow, orange, and pink. These shapes are scattered across the frame, creating a vibrant, abstract pattern.

Tuto Alice 3

First game of Squid Game

For start

Open Alice 3
in file
"STIDD"

Create a new file and
choose "Northwest
Forest"



For
initialize objects



Click on "setup
scene"



Then click on
"Biped classes"

Place a "new adult" in
the scene to
coordinates (x: 0,00 ;
y: 0,00 ; z: 0,00) and
choose clothes like
photos





life stage: Toddler Child Teen **Adult** Elder

gender: Female **Male**

skin color: Dark Brown Medium Brown Light Brown Tan Light Tan Very Light Tan Very Light Tan Very Light Tan Very Light Tan

Custom Color...

outfit top/bottom hair/hat face

hair color: Black Dark Brown Light Brown Red White





gender: ☐ Female ☒ Male

skin color: Custom Color...

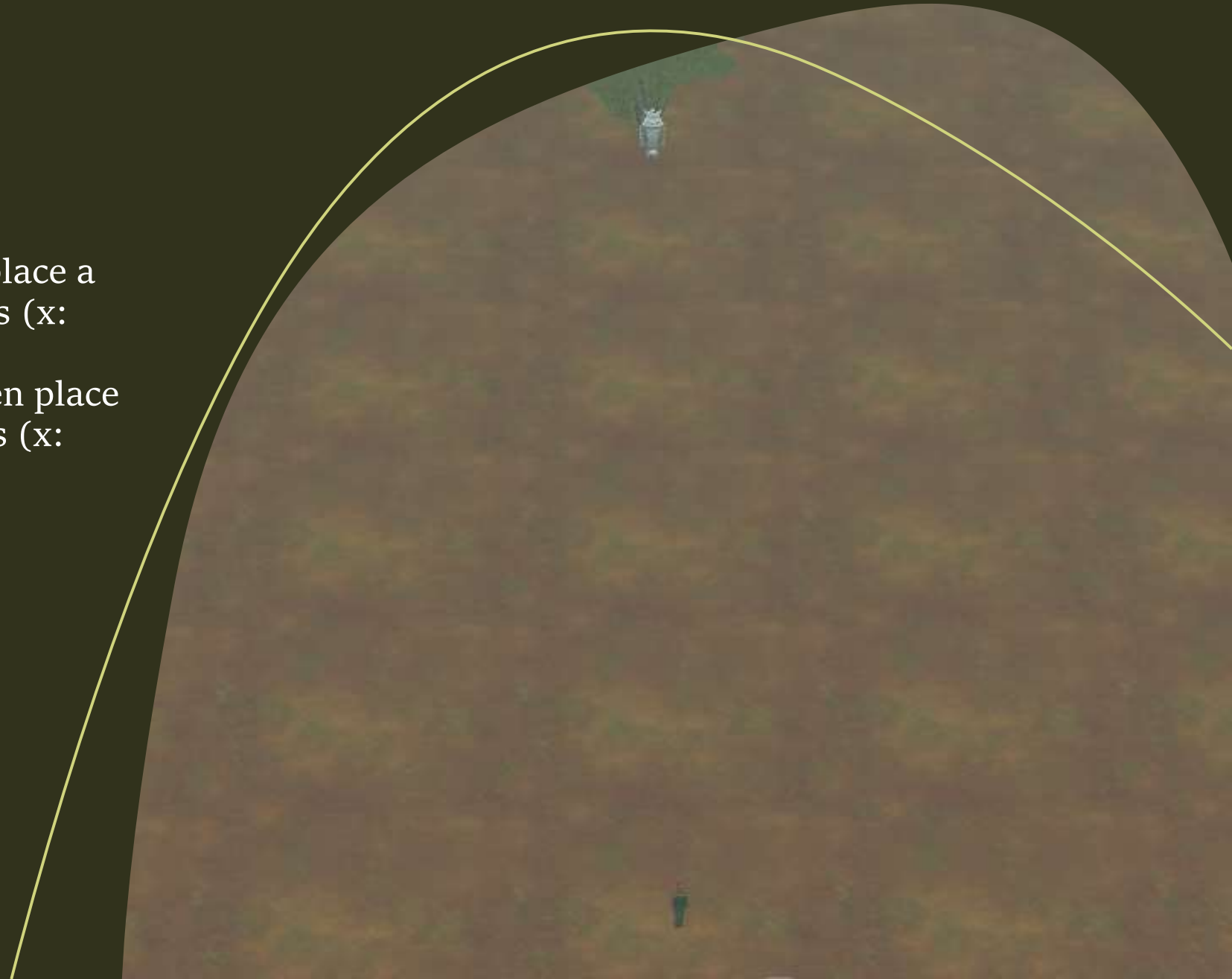
outfit top/bottom hair/hat face

face shape:

eye color:

OK Cancel

- Click on "Biped classes", then place a "new BigBadWolf" to coordinates (x: 0,00 ; y: 0,00 ; z: -29,00)
- And click on "prop classes", then place a "BayLaurelTree" to coordinates (x: 0,00 ; y: 0,00 ; z: -30,00)



Click on BigDabWolf
and turn of 180°
(facing to the tree,
like the photo)



Click on "edit code" and Place
fonctions beginning with "this"
in order of the screenshot

```
this.Player_1 move FORWARD, 2.0, animationStyle BEGIN_GENTLY_AND_END_ABRUPTLY add detail
this.bigBadWolf say "Un!" add detail
this.Player_1 moveTo this.Player_1 getRightFoot, duration 0.25 add detail
this.Player_1 moveTo this.Player_1 getLeftFoot, duration 0.5 add detail
this.Player_1 move FORWARD, 2.0, animationStyle BEGIN_GENTLY_AND_END_ABRUPTLY add detail
this.bigBadWolf say "Deux!" add detail
this.Player_1 moveTo this.Player_1 getRightFoot, duration 0.25 add detail
this.Player_1 moveTo this.Player_1 getLeftFoot, duration 0.25 add detail
this.Player_1 move FORWARD, 2.0, animationStyle BEGIN_GENTLY_AND_END_ABRUPTLY add detail
this.bigBadWolf say "Trois!" add detail
this.bigBadWolf turn LEFT, 0.5 add detail
this.bigBadWolf say "Soleeeiiiiiiiiiii!" add detail
this delay 2.0
this.bigBadWolf turn RIGHT, 0.5 add detail
this.Player_1 move FORWARD, 10.0, animationStyle BEGIN_GENTLY_AND_END_ABRUPTLY add detail
this.bigBadWolf say "Un! Deux! Trois! Soleil!" add detail
this.bigBadWolf turn LEFT, 0.5 add detail
this delay 2.0
this.bigBadWolf turn RIGHT, 0.5 add detail
this.Player_1 moveTo this.Player_1 getLeftFoot, duration 0.25 add detail
this.Player_1 move FORWARD, 7.0, animationStyle BEGIN_GENTLY_AND_END_ABRUPTLY add detail
this.Player_1 turn LEFT, 0.5 add detail
this.Player_1 say "J'ai survécu!" add detail
```

Be careful

- The value in fonctions "move", "moveTo" and "turn" is the duration of the act so click on "add detail", select "duration" and choose the correct value.
- To select the "animationStyle" on the fonction "move", click on "add detail", select "animationStyle" and choose the correct animation.

Then click on "this"
and choose
"this.Player_1".
Now place functions
beginning with
"this.Player_1" like the
previous screenshot.



Finally



CLICK ON "THIS"
AND CHOOSE "THIS.BIGBADWOLF"



PLACE
FUNCTIONS BEGINNING WITH "THIS.BIG
BADWOLF" LIKE THE SCREENSHOT OF
THE CODE.

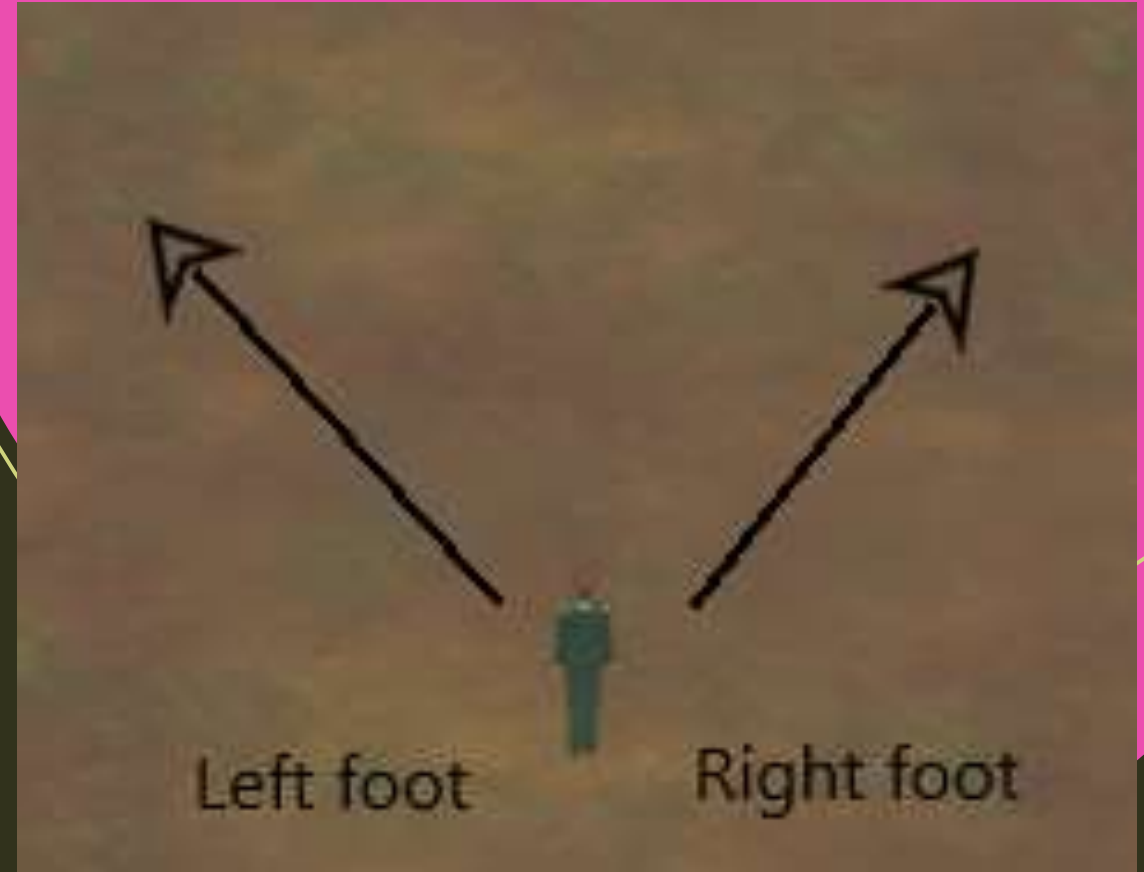
Code explanation

- "move" is used to do advance in one direction (here "forward") according to the value of duration (here it's 2, 7 and 10)
- "moveTo" is used to advance to a point (here the point is left or right foot)
- "say" is used to saying an element
- "delay" is used to take a break of the program
- "turn" is used to turn in a direction with a value of duration (here it's 0,5 to do an half turn)

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Thanks for
watching my
tuto !

