CSC171 Laboratory Assignment #3
Avoider Game Tutorial: Chapter 1

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1 Objective

Over the next few weeks, you will create a game using Greenfoot and Java by following the directions in Chapter 1 of our book *Creative Greenfoot*. The Avoider Game is lengthy, so I have divided it up between labs 3 (pages 1-17) and 4 (pages 17-35). In this lab, you will learn how to create a main character, enemies, and use the mouse to control the main character.

2 Resources

Read Chapter 1, pages 1-17, in our course book.

Read the following:

- http://docs.oracle.com/javase/tutorial/java/concepts/

3 Avoider Game Tutorial

To get the most out of this exercise, read Chapter 1 and follow along in Greenfoot as you read it. ***Don't just mechanically follow the instructions without understanding what you are doing***. If a portion of the chapter is confusing to you, either post your question in the class forums or come see me in office hours.

For this lab, you need to create the Avoider Game as described in Chapter 1 (up to page 17) and answer (code) all of the assignments in the "Your Assignment" section on Page 16.

Deliverables

You will show me and run a Greenfoot scenario that demonstrates you have fully completed the Avoider Game tutorial up to page 17 and implemented all the assignments in the "Your Assignment" section in lab on January 26. In addition to the demo, you should be able to answer or demonstrate the following:

1. Make a small change to your code.

2. Answer questions about the organization of the game.

3. Answer questions about Java.

NOTE: Lab on January 26 is mandatory and you will receive a 0 if you do not demonstrate your work in lab on that day

Assessment

- Demonstration (7 pts)

- Follow-up Q&A (3 pts)