1 Objective

In this lab we are finishing the Avoider Game tutorial covered in Chapter 1 of our book.

2 Resources

Read Chapter 1, pages 17-35.

3 Avoider Game Tutorial

For this lab, you need to complete the Avoider Game tutorial and answer (code) all of the tasks in the “Your Assignments” sections.

Deliverables

You will show me and run a Greenfoot scenario that demonstrates you have fully completed the Avoider Game tutorial found in Chapter 1 and implemented all the assignments in the “Your Assignment” sections in lab on Feb 2. 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 Feb 2 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)