"The Yeti Attack"

Instructional Document
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Alianza Charter School
Programmed by
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Program Description

ALICE is a beginners computer program that helps students learn more about computers and programing. It teaches its users how to create scenarios with backgrounds, characters and dialogue. These scenarios are part of the computer game being created.

Our ALICE project is a game that teaches the player the danger of the internet and how to keep safe. Our players are situated at Antarctica in a universe of talking animals and mythical creatures.

Level 1

In the first level, the players see the Ancient Walrus, and the two apprentice Penguins. After the introduction, the evil Yeti Lord kidnapped the Ancient Walrus and the Penguins have to try to save him. When you get started, players will need to cross a bridge but a curupira would be in the way. It will only let you pass only if you answer it's question right. The question is about why you should not give information about your cyber data.

Level 2

In the next level, players see a cave and Mr. Grey, the wolf. Mr. Grey will not let the players pass through the cave unless they answer his question right. The question that the wolf asks is about why you should respect other people's privacy.

Level 3

In the last level, players meet the evil Yeti lord. The Penguins need to pass him so they can save the Ancient Walrus and win the game. The evil Yeti lord asks a question about what to do when your computer has a virus.

When you answer a question right there will be a pause and then you'll progress. If you answer a question wrong there is still enough time to change your answer. Even if you get a question wrong you will keep going on with the game. If you wish to restart press the letter R.

Program Development

Andrea and I had conflict on deciding what our game would be about. At first we wanted to do a jungle based game but we could not figure out what the players should be so we changed our mind and did an ice land related game. We thought we could make the bad guy a ogre but Andrea pointed out that ogres weren't part of Antarctica. Then we kind of gave up on putting logic in the programming. Thus our game was born.

The major bug in our game was the questions. The thing was that the program kept mixing up questions 1 and 3. This annoyed the heck out of me and my colleague so we decided that we were going to ask for help and we did. We asked for help more than 700 times (exaggeration) until finally

realized that we just needed to change the the keys that corresponded to that question. Another major problem was the restart button. I thought that maybe we should have a torus as the restart object but it was really complicated since this was our first time doing ALICE. So we decided to make the letter R the restart button.

I learned a lot doing ALICE but the main thing I learned was that ALICE was really challenging. My colleague on the other hand learned that I can be very annoying. Anyways what I really learned is that programming is fun. So did my partner. Sort of.

How to Play the Game

The game will start automatically. After the introduction, the first level will show a curupira asking you a yes or no question. To answer the question you must press the letters that the penguins will tell you to. Once the question has been answered the screen will go to level 2. Again you will be asked a yes or no question but this time it will be a wolf instead of a curupira. Once the question is answered the screen will move to level 3. In this level the yeti will ask a question involving a virus and what to do when one hits. Then there will be the end scene where you don't do anything. The restart button is the letter R and that will restart the entire game.

Member Contribution

The members on our team were Andrea Flores-Morgado and Diego Ruiz. Both of us did some programming but it was mostly Andrea. I typed this whole thing and we both thought of the scenes and we both did the dialogue but that was mostly me. Andrea thought of all of the questions. Though about two more people helped us with our glitches who were Mr.Veal and Zuli Alcantar and we are extremely grateful for their own contribution in helping us.

Bibliography:

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