

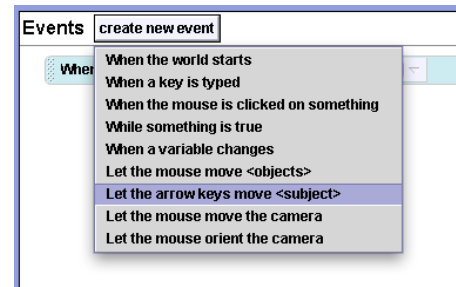
Creating a Flight Simulator in Alice

Your job this week is to create a simple flight simulator. The game has already been started and you will need this Alice file before you start.

After each task you should test the game works.

Task 1

Using the *Events* window, make the arrow keys control the plane – this will make it turn and move.



Task 2

Add two more *events* so that **when a key is typed** (e.g. W) the plane will **turn forward** and when S is pressed it will **turn backward**.

Task 3

Examine the camera's properties and set the *vehicle* to the plane, so it will follow the plane as it moves.

Task 4

Add extra bits of scenery to make the world more realistic.

Task 5

Create a new event **when the world starts** and use loop *infinity times*. In the loop, make the biplane's propeller roll right so that it looks like a real propeller.

Task 6

In the main programming window there is a loop and then an **If** statement. This makes the first ring (called a *torus*) disappear if the plane reaches it.

Add more **If** statements to make the other rings disappear.

