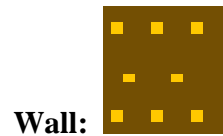


Journey Project Summary Part I: Basic Game

Initial Story: You are a traveler on a journey to reach a goal. You travel on the ground amid walls and one or more chasers. The chasers move (initially) randomly on the ground. When you move next to the goal, you win. If you move next to a chaser, you lose.

Agents:



Initial Worksheet:



Behavior: First step. Basic chaser behavior: move randomly on the floor.
Basic traveler behavior: cursor control, game ending conditions (collision).



Behavior: Chaser

While running

Put text here to explain what this method does!

IF: Once every .5 Secs

Then: Move random on

New Rule New Method Duplicate Explain Test Apply OK



Behavior: Traveler

While running

Put text here to explain what this method does!

IF: Next to \geq 1 (Character icon) Then: scream, Show Message Ooops! You got t, Reset simulation

IF: Next to \geq 1 (Dollar sign icon) Then: hallelujah, Show Message Way to go!! You, Reset simulation

IF: Key ↑ Then: Move ↑

IF: Key ← Then: Move ←

IF: Key → Then: Move →

IF: Key ↓ Then: Move ↓

New Rule New Method Duplicate Explain Test Apply OK

Behavior: Next step. Add walls. This results in additional conditions for traveler movement to prevent traveler from moving on walls.



The screenshot shows a software window titled "Behavior: Traveler". At the top, there is a yellow banner with the text "Put text here to explain what this method does!". Below this, the interface is divided into six rows, each representing a rule. Each row has an "If" column and a "Then" column.

- Row 1:** "If" column contains "Next to" followed by a dropdown menu set to " \geq " and a text box containing "1". "Then" column contains a speaker icon, a dropdown menu set to "scream", a "Show Message" button with the text "Oops! You got t", and a "Reset simulation" button.
- Row 2:** "If" column contains "Next to" followed by a dropdown menu set to " \geq " and a text box containing "1", and a dollar sign icon. "Then" column contains a speaker icon, a dropdown menu set to "hallelujah", a "Show Message" button with the text "Way to go!! You", and a "Reset simulation" button.
- Row 3:** "If" column contains a "Key" dropdown menu set to an up arrow and a "See" dropdown menu set to an up arrow. "Then" column contains a "Move" button with an up arrow.
- Row 4:** "If" column contains a "Key" dropdown menu set to a left arrow and a "See" dropdown menu set to a left arrow. "Then" column contains a "Move" button with a left arrow.
- Row 5:** "If" column contains a "Key" dropdown menu set to a right arrow and a "See" dropdown menu set to a right arrow. "Then" column contains a "Move" button with a right arrow.
- Row 6:** "If" column contains a "Key" dropdown menu set to a down arrow and a "See" dropdown menu set to a down arrow. "Then" column contains a "Move" button with a down arrow.

At the bottom of the window, there is a toolbar with buttons for "New Rule", "New Method", "Duplicate", "Explain", "Test", "Apply", "OK", and a trash can icon.

Worksheet with walls: Worksheet with walls.



Problem: Traveler can cheat by moving off the game ground. This is possible in the down and right directions only.

Final behavior for traveler: Add rules that make a sound for attempted movement off the ground. Note the importance of rule order for the new rules.

The screenshot shows the 'Behavior: Traveler' software interface. At the top, there is a dropdown menu set to 'While running' and a yellow text box with the placeholder 'Put text here to explain what this method does!'. Below this, there are eight rows of rules, each with an 'If' condition and a 'Then' action.

Condition (If)	Action (Then)
Next to \geq 1 (Traveler icon)	scream Show Message: Oops! You got t Reset simulation
Next to \geq 1 (Dollar sign icon)	hallelujah Show Message: Way to go!! You Reset simulation
Key: ↑ See: ↑ (Ground icon)	Move: ↑
Key: ← See: ← (Ground icon)	Move: ←
Key: → Empty: →	boing
Key: → See: → (Ground icon)	Move: →
Key: ↓ Empty: ↓	boing
Key: ↓ See: ↓ (Ground icon)	Move: ↓

At the bottom of the window, there are buttons for 'New Rule', 'New Method', 'Duplicate', 'Explain', 'Test', 'Apply', 'OK', and a trash icon.