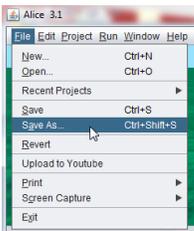**Tutorial 1: Get Started with Alice 3**

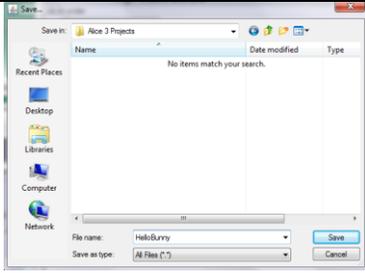| Overview	In this tutorial, you will become familiar with the basic features of Alice 3. You will navigate and use basic features in both the Scene editor and Code editor.
Key Concepts Learned	• Create and save a new project • Add an object to a scene • Code a simple programming instruction • Use the copy and undo command • Run the animation to test and revise programming statements
Difficulty Level	Beginner: This tutorial is appropriate for someone who has never used Alice 3.
Duration	30 minutes
Notes	This tutorial was built using Alice 3.1.81.

Part 1: Define the Scenario

Review the scenario and corresponding animation. In this tutorial, you are going to create an animation from the scenario defined below.

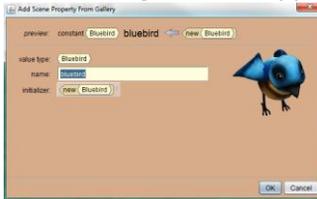| Scenario	Animation
Two animals say hello to each other.	A bunny and a bluebird greet each other.

Part 2: Open Alice 3, Create and Save a Project

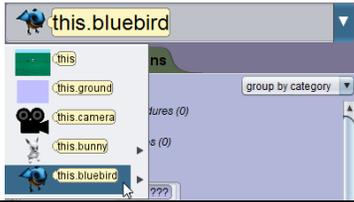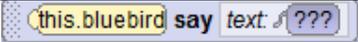| 1.	Double-click [Alice 3 icon] to launch Alice 3.
2.	Select the **GRASS** template, then click **OK**.
3.	In the **File** menu, select **Save As...**
4.	Create a folder on your computer or USB drive called **Alice 3 Projects**. This is where you will store all of your projects. Enter the project name **Tutorial 1**. Click **Save**.

Save projects frequently to avoid losing your work.

Part 3: Add Objects to the Scene

1.	Click **Setup Scene**.
2.	Click **Biped classes**.
3.	Click **new (Bunny)**. In the dialog box that appears, click **OK**. *The bunny is added to the scene.*
4.	Click the **All Classes** button **all classes** to go back to the gallery main menu.
5.	Click **Flyer classes**.
6.	Click **new (Bluebird)**. In the dialog box that appears, click **OK**. The Bluebird will land in the middle of the Bunny. Click on the Bluebird with your mouse and drag it to the right of the Bunny (the Bunny's right).

Part 4: Program the Objects to Move

1.	Click **Edit Code** to open the **Code Editor**.

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	This is where you will program the Bunny and Bluebird to move.
2.	Select the **Bluebird** from the instance menu.
3.	Click the **turnToFace** procedure with your mouse. Drag the **turnToFace** procedure into the **myFirstMethod** tab. Drop the procedure into the **myFirstMethod** tab. Select the **Bunny**.
4.	Drag the **say** procedure into **myFirstMethod**.
5.	Select **Custom TextString…**
6.	Enter text: **Hello Bunny! How are you today?** Click **OK**.
7.	Select the **Bunny** from the instance menu.

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8.	Drag the **turnToFace** procedure into myFirstMethod. Select the **Bluebird**. `this.bunny  turnToFace  this.bluebird  add detail`
9.	Drag the **say** procedure into myFirstMethod. Select **Custom TextString…** Enter text: **I am doing fine. Thank you!**
10.	Click the **Run** button ▶ Run... to run the animation and test the results of your programming statements.
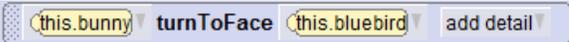
Part 5: Copy and Undo Programming Instructions

1.	Right-click on the Bunny's **say** procedure and select **Copy to Clipboard**.
	
	declare procedure myFirstMethod
	do in order
	`this.bluebird  turnToFace  this.bunny  add detail`
	`this.bluebird  say  "Hello Bunny! How are you today?"  add detail`
	`this.bunny  turnToFace  this.bluebird  add detail`
	`this.bunny  say  am doing fine. Thank you!  add detail`
	✓ Is Enabled
	Copy to Clipboard
	Delete

2.	Click on the **clipboard** 📋 with your mouse.

3.	Drag the copied procedure from the clipboard and drop it into myFirstMethod.
	
	▼ Scene \ initializeEventListeners \ myFirstMethod
	declare procedure myFirstMethod
	do in order
	`this.bluebird  turnToFace  this.bunny  add detail`
	`this.bluebird  say  "Hello Bunny! How are you today?"  add detail`
	`this.bunny  turnToFace  this.bluebird  add detail`
	`this.bunny  say  "I am doing fine. Thank you!"  add detail`
	`this.bunny  say  "I am doing fine. Thank you!"  add detail`
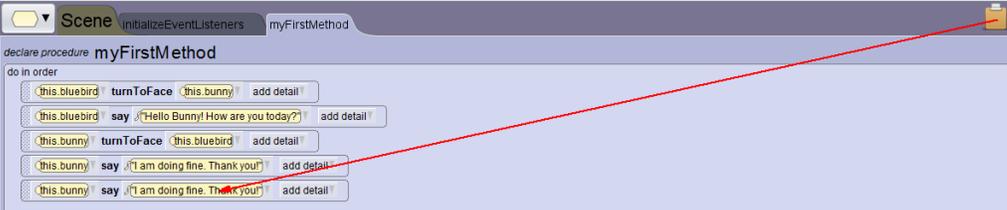
4.	Click on the say procedure's **TextString** argument.
	Select **Custom TextString…**
	
	`this.bunny  say  "I am doing fine. Thank you!"  add detail`
	text:
	`"I am doing fine. Thank you!"` (current value)
	`"hello"`
	Custom TextString...
	`"I am doing fine. Thank you!" + ???` ▶
	`??? + ???` ▶

5.	Enter text: **I hope that you have a great day!**

6.	Copy the **say** procedure to the clipboard.
	
	declare procedure myFirstMethod
	do in order
	`this.bluebird  turnToFace  this.bunny  add detail`
	`this.bluebird  say  "Hello Bunny! How are you today?"  add detail`
	`this.bunny  turnToFace  this.bluebird  add detail`
	`this.bunny  say  "I am doing fine. Thank you!"  add detail`
	`this.bunny  say  "I hope that you have a great day."  add detail`
	✓ Is Enabled
	Copy to Clipboard
	Delete

7.	In the **Edit** menu, select **Undo** to undo the action. Select it again until the new say procedure "I hope that you have a great day" is removed from

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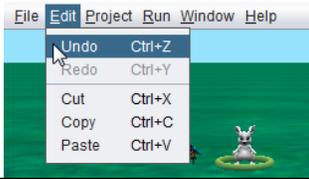
	myFirstMethod.	
8.	Your final code should look like this:	
9.	In the **File** menu, click **Save** to save the animation.	
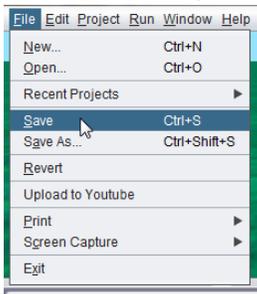
Part 6: Give the Animation a Unique Ending

Now that you have finished this tutorial, continue to experiment with the features of Alice 3. Add additional objects and program additional motions for those objects to make your animation unique.

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