

Alice 2.2
A Brief Overview
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Alice is a language designed to help those with no programming experience learn object-oriented programming. The primary function of Alice is to simplify the process of object oriented programming by removing the possibility of common mistakes such as syntax errors and misspelling. However, as you learn to program and make games please remember to enjoy yourself. Programming is a form of art, it requires creativity and patience. But, most importantly it is an expression of who you are.

The version you will be using for this year is version 2.2. Please remember, as Alice is a work in progress you will need to save often. Alice has a simple user interface that does leave some to be desired but works well for its purpose. On the left side you have your objects and on the right side you have your code. Just above the primary coding area, is a play screen--for viewing the world and making visible adjustments--and more area for coding. Under the viewing screen are tools that allow you to interface with the scene directly. While they are useful for determining angles and such, you may want to include programming for your camera into any actual project.

While there are limitations to what Alice can do, a little creativity is often all it takes to outsmart the computer and end up with a project that was better than intended. I.E. (the time I programmed a game of battleship and the computer randomly displayed smiley faces on screen. So infuriating but so amusing too.) All in all, Enjoy yourself.