To start Alice: Go to Start → Specialized Software → Alice → Alice 2.2.

Story 3 (adding interactivity to our animations):

[Water scene] A pinkMinnow (Ocean Gallery) would like to maneuver an obstacle course (made using torus and cylinder objects from the Shapes Gallery). [We will add the following interactivity: While the world is running, the pinkMinnow will swim. We’ll use the arrow keys to (1) control the camera, (2) then to control the pinkMinnow, and finally (3) to have the camera follow the pinkMinnow through the obstacle course.] Since the pinkMinnow must jump over the cylinder, we must teach the pinkMinnow how to jump (that is, write a jump method for her).