

Benchmark #3: Preliminary StarLogo Nova Program Design

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Benchmark Description:

In this benchmark, you will document how your game will be programmed in StarLogo Nova. It must include a description of all the breeds, agents, traits, widgets and logic (including variables and procedures) that you expect you will have to program. Basically, this benchmark is making you think of the details of your program *before* you begin programming (which is a very good programming practice). In order to document your design, it may be necessary to first try things in StarLogo Nova to see if you can make them work or if you have more than one idea about how to program something, you can try implementing them both to see if one approach is better in some way.

In our game, we will make a breed to represent the houses. Inside the breed, there will be 3 agents that represent each house. Each house will need a different trait for color--which will be set to randomized-- size, and shape; but those physical characteristics will not be a give away to which house has a pig under it. There will also need to be a breed for the wolf that will be "blowing down" the houses. We will create a breed for the pig and program it to appear randomly underneath one of the three houses at the start of every game. We aren't exactly sure how we are going to make it appear underneath the houses randomly so we might need to take some time to figure that out.