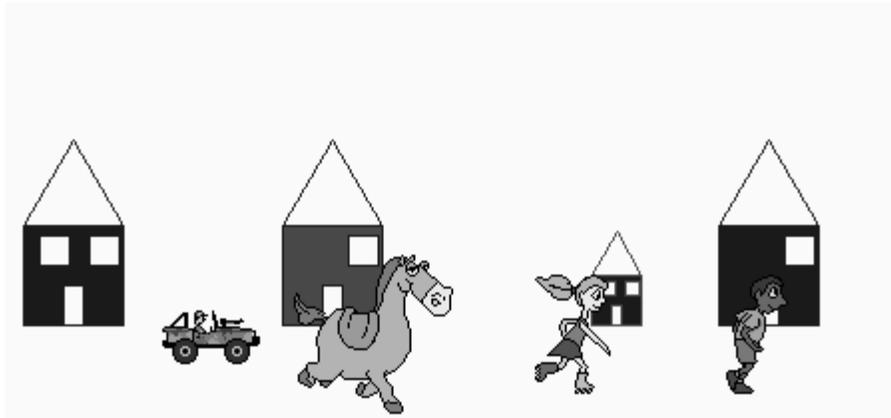
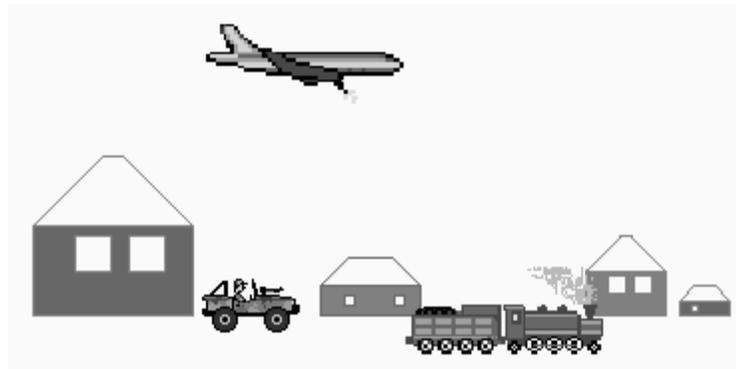


#18 City I

This is a game that asks the user for directions and then draws a busy street, lined with houses and full of animated characters zipping back and forth. Or it could be a variation on this; one student drew an army camp with jeeps, trucks and airplanes moving through and above it, complete with blinking lights. Use your imagination when you plan your city! Here are two examples:



My City



Paul's Army Camp

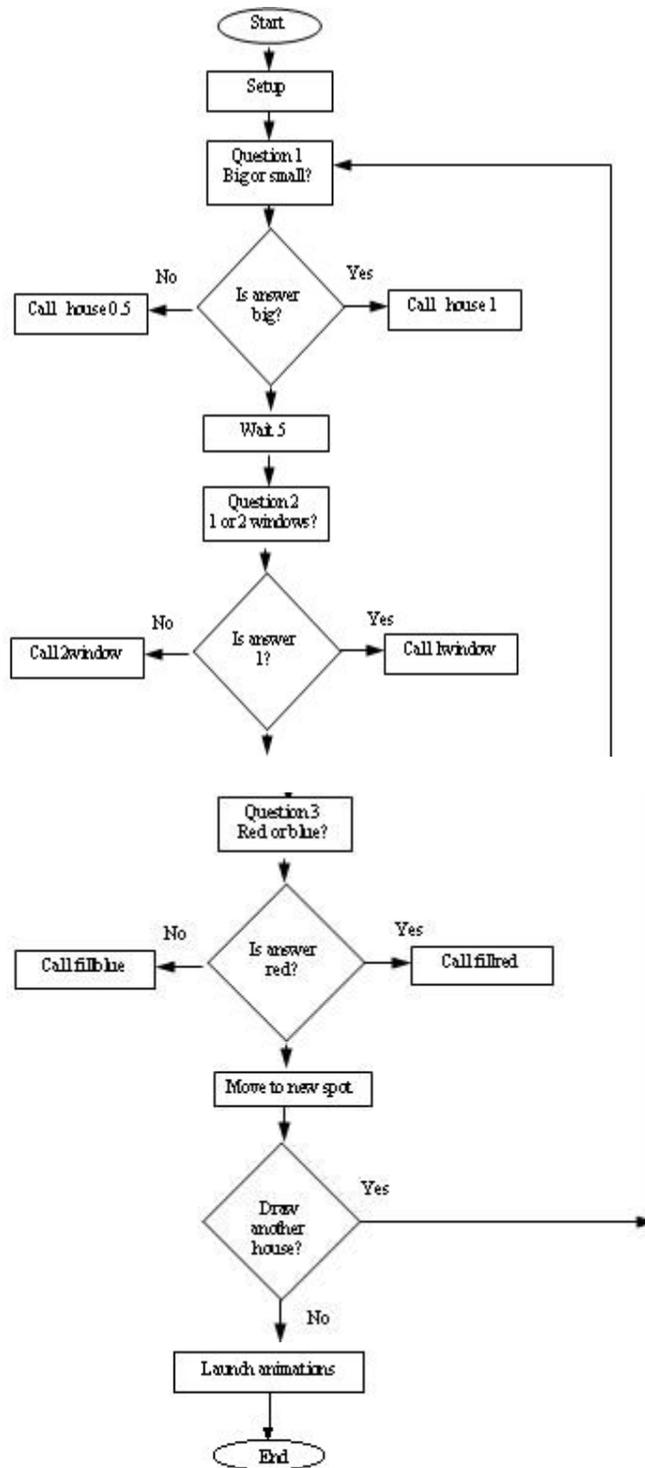
Here's is the plan:

- The user presses the start button.
- The drawing turtle moves to the left edge of the screen, near the bottom so the question boxes won't cover up the houses it draws.
- The computer says to the user, "I will build you a house. Do you want big or small? (type big or small)"
- The turtle, **t1**, draws a house, sized either big or small. The houses are identical except for size.

- It waits a bit so the user can see the drawing.
- The computer asks, “Do you want 1 or 2 windows?”
- T1 draws one or two windows. It waits a bit.
- The computer asks, “Do you want a red or blue house?”
- T1 colors the house in with red or blue (or two other colors you choose). Now the house is built. It moves to the right some steps.
- The computer asks, “Do you want another house? y or n”
- If the user answers “y,” the loop starts over. We could end up with a street lined with houses.
- After the city is drawn, the program launches at least three animations walking or flying down the street (across the screen).
- The user can stop the animations and start over by pressing "start."

There are two things about this program I want you to notice right off the bat. One is that it contains a loop. It repeats a set of steps over and over. The other is that it uses variables. The **house** procedure will use a variable sent from **Main** to determine what size to draw the house.

I want you to take out a pencil and paper and work on a flow chart for this program. Don't turn the page to look at mine until you have worked on it for 10 minutes. Hint: it looks a lot like the one for Race.



Flow Chart for City