



### 3.9: Create Your Own Game

#### *Unit Performance Assessment*

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1. Open ALICE 3.1. Select a background and 3 characters to create a scene. Describe the scene, including the coordinates of the pivot point for each character and the direction each character is facing.
  - a. Describe the location of a plane  $x = 5$  in your scene from the perspective of the viewer.
  - b. Determine the coordinates of the pivot points for each character if they were projected onto the plane  $x = 5$ .
2. Create a short scene that includes a one-step turn or roll procedure for each of the characters. The procedures should be unique. Write down the procedures in the space provided. After each procedure, describe what the character did in the context of the scene. Then describe the character's motion using transformational language. Finally, represent each procedure using matrix operations.