Each person is to submit a separate program for evaluation, however you are allowed (even encouraged) to share ideas and help each other with these programming projects. Outright copying of someone else's program, on the other hand, is not acceptable.

1. Back to the tortoise. The scene should open with the tortoise standing facing the camera. When the user presses the space bar the tortoise should turn sideways, and walk about 10 steps. Then the tortoise should stop turn around and walk back the same distance. Finally the tortoise should face the camera once more and wave goodbye. When walking and waving, the tortoise should look as natural as possible – anthropomorphize the tortoise. This assignment will be given a letter grade. A minimum to earn a C is that the tortoise turns, walks, returns and waves as stated above. Grades above a C will require “naturalness” in the tortoise’s walk (legs, arms and torso) and wave. The final scene should look something like this.

Grade ____________________

(over)
2 In local gallery/people there is a Random Guy object, and in local gallery/furniture there is a table object, and in local gallery/food there is a CandyCane. Put them in an initial scene to look something like this.

![Initial Scene](image1)

When the user clicks on the Random Guy with the mouse, Random Guy should walk over to the table, reach out, grab the CandyCane, turn and walk away with it. It should look something like this!

![Final Scene](image2)

Hints … After grabbing the candy cane, the vehicle for the candy cane can be the hand, and then it will then move with the Random Guy’s hand. As in the previous project, simple functionality earns a ‘C’, realism improves the grade.

Grade ___________________