You are a Bug.

Constructing Yourself

When you are constructed you may be given:

- Your Color

  1) **Remember** your color by recording it in the appropriate places on your Data sheet.
     If you were not given a color, then keep the default from the Data sheet.
  2) **Say** “Done constructing Bug <your name>.”

Are you a _______?

When asked if you are a Bug or an Actor:

  1) **Say** “true”.

When asked if you are anything else (i.e., anything other than a Bug or an Actor):

  1) **Say** “false”.

act

When asked to act:

  1) **Narrate** “Hmm… I must determine if I can move.”
  2) **Ask** yourself if you canMove. (In other words, jump to the script on page 2.)
  3) **If** the answer was that you can move
     a) **move** (In other words, jump to the script on page 2.)
     **Otherwise**
     a) **turn** (In other words, jump to the script on page 3.)
  4) **Say** “<Your name> is done acting.”
canMove

When asked if you **canMove**

1) **Narrate** “My current location is `<your current location>`.”
2) **Narrate** “My current direction is `<your current direction>`.”
3) **Narrate** “Therefore, my next location would be `<the result of moving forward>`.”
4) **Name** this new Location **next**.
5) **Ask** your grid if **next isAValidLocation**
6) **If** the grid says, “No”, then **say**, “I cannot move” (and skip the rest of these steps)
7) **Ask** your grid to **getNameOfTheActor** at location **next**
8) **If** the grid says, “Null”, then **say**, “I can move” (and skip the rest of these steps)
9) **Ask** that person, “Are you a Flower?”
10) **If** that person says, “Yes”, then **say**, “I can move” (and skip the last step)
11) **Otherwise** say, “I cannot move”

[Return to Step 3 of **act** on page 1.]

move

When asked to **move**:

1) **Narrate** “My current Grid is `<your current grid>`.”
2) **If** your grid is blank
   a) **Say** “Done Relocating.”
   Otherwise:
      a) **Narrate** “I am remembering my current location, `<your current location>`.”
      b) **Write** the value of `<your current location>` on your private data sheet in the spot reserved for `<loc>`.
      c) **Determine** the Location in front of you as described below:
         i) **Say** “My current location is `<your current location>`”
         ii) **Say** “My current direction is `<your current direction>`”
         iii) **Say** “Therefore, my next location would be `<the result of moving forward>`”
         iv) **Name** this new Location **next**.
      d) **moveTo** the location **next** (In other words, jump to the **moveTo** script on page 4)
      e) **Pick** a person not currently involved in the role play and **Tell** them to
         “Construct yourself as a Flower; your color is `<the color you are as a Bug>`.”
f) **Tell** that Flower to “**positionYourselfInGrid** using grid <your grid> and location <loc>”.

g) **Narrate** “I am done moving.”

[Return to Step 4 of **act** on page 1.]
turn

When asked to **turn**:

1) **Narrate** “… therefore I will turn.”
2) **Narrate** “My current direction is *<your current direction>*.”
3) **Narrate** “The direction 45 degrees clockwise from that is *<the appropriate direction>*.
4) **Set** your direction to that direction, remembering to write it on your private data sheet.
5) **Narrate**, “I have set my direction to *<your current direction>*.” (Note that this direction should have been updated in the previous step.)
6) **Narrate**, “I am done turning.”

[Return to Step 4 of act on page 1.]
positionYourselfInGrid

When asked to **positionYourselfInGrid**, you will be given a grid and a location

1) Tell your grid to **insert** `<your name>` at the given location
2) **Set** your grid to the given grid
3) **Set** your location to the given location
4) **Say** “Done positioning myself within grid.”

removeYourself

When asked to **removeYourself**

1) **Narrate** “I need to get out of the grid, but I can’t do this alone.”
2) **Ask** your grid to **removeTheItemAt** `<your location>`
3) **Set** your grid to null
4) **Set** your location to null
5) **Say** “Done removing myself from the grid.”

moveTo

When asked to **moveTo**, you will be given a Location. (If not, complain.)

1) **Tell** your grid to **removeTheItemAt** `<your current location>`.
2) **Tell** your grid to **removeTheItemAt** `<the given location>`.
3) **Set** your location to the given Location, remembering to write it on your private data sheet.
4) **Tell** your grid to **insert** `<your name>` at `<your location>`.
5) **Narrate** “I have completed my **moveTo** operation.”

[Return to line 1d of the **move** script on page 2.]
Bug Data For ______________________ (your name here)

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are “Done.”

**Personal information**
(Note that some default values have been given for you; use them as needed.)

- your Grid: _______________
- your Location: (_______, _______)
- your Direction: _______________ (default: NORTH)
- your Color: _______________ (default: Red)

**Other potentially useful information (use as you see fit)**

- nextLocation: (_______, _______)
- currentLocation: (_______, _______)
- newLocation: (_______, _______)

Version 2.00
You are a Flower.

Constructing Yourself

When you are **constructed** you may be given:

- Your **Color**

  1) **Remember** your color by recording it in the appropriate places on your **Data** sheet.

  If you were not given a color, then keep the default from the **Data** sheet.

  2) **Say** “Done constructing Flower <your name>.”

Are you a ________?

When asked if you are a **Flower** or an **Actor**:

  1) **Say** “true”.

When asked if you are anything else (i.e., anything other than a **Flower** or an **Actor**):

  1) **Say** “false”.

act

When asked to act:

  1) **Narrate** “Hmm… I must darken myself.”

  2) Using the table below, **Set** your color to the next darkest color. If you are already at “Black” just stay there.

  3) **Narrate** “My new color is <your color>.”

  4) **Say** “<Your name> is done acting.”

Darkening table: Assumes you start at “red”

<table>
<thead>
<tr>
<th>Color</th>
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<tbody>
<tr>
<td>Red</td>
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<tr>
<td>Deep red</td>
</tr>
<tr>
<td>Slightly dark red</td>
</tr>
<tr>
<td>Pretty dark red</td>
</tr>
<tr>
<td>Dark red</td>
</tr>
<tr>
<td>Very dark red</td>
</tr>
<tr>
<td>Reddish black</td>
</tr>
<tr>
<td>Black with a hint of red</td>
</tr>
<tr>
<td>Essentially black</td>
</tr>
<tr>
<td>Black</td>
</tr>
</tbody>
</table>
**positionYourselfInGrid**

When asked to **positionYourselfInGrid**, you will be given a grid and a location

1) Tell your grid to **insert** <your name> at the given location
2) **Set** your grid to the given grid
3) **Set** your location to the given location
4) **Say** “Done positioning myself within grid.”

---

**removeYourself**

When asked to **removeYourself**

1) **Narrate** “I need to get out of the grid, but I can’t do this alone.”
2) **Ask** your grid to **removeTheItemAt** <your location>
3) **Set** your grid to null
4) **Set** your location to null
5) **Say** “Done removing myself from the grid.”
Flower Data For ______________________________ (your name here)

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are “Done.”

**Personal information**
(Note that some default values have been given for you; use them as needed.)

- **your Grid:** ________________
- **your Location:** ( ______ , ______ )
- **your Direction:** ________________ (default: NORTH)
- **your Color:** ________________ (default: Pink)
You are a Rock.

Constructing Yourself

When you are constructed you may be given:

- Your Color

1) Remember your color by recording it in the appropriate places on your Data sheet.
   If you were not given a color, then keep the default from the Data sheet.
2) Say “Done constructing Rock <your name>.”

Are you a ________?

When asked if you are a Rock or an Actor:

1) Say “true”.

When asked if you are anything else (i.e., anything other than a Rock or an Actor):

1) Say “false”.

act

When asked to act

1) Say “<Your name> is done acting.”
**positionYourselfInGrid**

When asked to **positionYourselfInGrid**, you will be given a grid and a location

1) Tell your grid to **insert** `<your name>` at the given location  
2) **Set** your grid to the given grid  
3) **Set** your location to the given location  
4) **Say** “Done positioning myself within grid.”

---

**removeYourself**

When asked to **removeYourself**

1) **Narrate** “I need to get out of the grid, but I can’t do this alone.”  
2) **Ask** your grid to **removeTheItemAt** `<your location>`  
3) **Set** your grid to null  
4) **Set** your location to null  
5) **Say** “Done removing myself from the grid.”
Rock Data For ______________________ (your name here)

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are “Done.”

**Personal information**
(Note that some default values have been given for you; use them as needed.)

your Grid: ___________________

your Location: ( ________ , ________ )

your Direction: ___________________ (default: NORTH)

your Color: ___________________ (default: Black)
You are an ActorWorld.

Constructing Yourself

When you are constructed you may be given:

• Your Grid

1) If you are not given this information:
   a) Construct a Grid by picking an unused person in the room and saying, <person name>, “Construct yourself as a Grid”
2) Remember the name of your Grid by recording it in the appropriate place on your Private Data sheet.
3) Say “Done constructing ActorWorld <your name>.”

insert

When asked to insert, you will be given an Actor and a Location

1) Tell <the actor you are given> to” positionYourselfInGrid using grid <your grid> and location <the location you were given>.”
2) Say “<name of the actor> has been inserted from perspective of the ActorWorld.”

step

When asked to step

1) Ask your Grid for a List of occupiedLocations.
2) Take an empty ActorList sheet.
3) For each Location in the List:
   a) Ask the Grid whatIsTheNameOfTheItemAt at that Location.
   b) Add that name to your listOfNames
4) For each name in your ListOfNames
   a) Ask that person for the nameOfTheirGrid
   b) If they do not say, “null”
      i) Ask that person to act
5) Say “Done stepping.”
ActorWorld Data For ______________________ (your name here)

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are “Done.”

**Personal information**

your Grid: __________________
You are the RolePlayBugRunner

Run

When you the role play is set to begin

1) Construct an ActorWorld by picking a person not currently involved in the role play, and saying, “<person name>, construct yourself as an ActorWorld”
2) Construct a Bug by picking by picking a person not currently involved in the role play, and saying, “<person name>, construct yourself as an Bug; your color is Red”
3) Ask your Bug to set its direction to East.
4) Ask your ActorWorld to insert <your Bug’s name> at location (3,3)
5) Construct a Rock by picking by picking a person not currently involved in the role play, and saying, “<person name>, construct yourself as an Rock”
6) Ask your ActorWorld to insert <your Rock’s name> at location (5,3)
7) Have a commercialInterruption
8) Ask your ActorWorld to step.
9) Have a commercialInterruption
10) Ask your ActorWorld to step.
11) Have a commercialInterruption
12) Ask your ActorWorld to step.

commercialInterruption

To process a commercialInterruption

1) Narrate “We now interrupt this role play for a commercial interruption. The sponsors hope that you will pay attention to the display during this break.”
2) For each Actor (e.g. Bug, Flower, Rock, Critter – NOT ActorWorld or Grid) who is currently involved in the role play, do the following:
   a) Ask the actor if their Grid is null
      i) If the actor says, “yes”, then skip to the next actor.
   b) Ask the actor what kind of object he/she is.
   c) Ask the actor for his/her location.
   d) Ask the actor for whatever additional information (e.g. color, direction) you need in order to display that actor using the technology provided.
   e) Update whatever display your instructor has provided (e.g. blackboard, whiteboard, poster, etc.) to reflect this actor’s status in the world.
3) Narrate “No more actors. We now resume our regularly scheduled program.” (Feel free to emphasize the last word)
You are a Grid.

Constructing Yourself

1) Verify that the table you have (on paper) is currently empty.
2) Say “Done constructing Grid <your name>.”

isAValidLocation

When asked isAValidLocation, you will be given a Location

1) If the value of row in that location is between 0 and 9 inclusive AND the value of the column in that location is also between 0 and 9 inclusive.
   a) Say “Yes”
   Otherwise
   a) Say “No”

getOccupiedLocations

When asked to getOccupiedLocations

1) Take a blank Location List sheet.
2) On that sheet, write down all of the locations (coordinate pairs, not names) that are not null according to your current, private table.
3) Give that sheet to the person who made the request, while saying, “Here is the list of occupied locations.”

whatIsTheNameOfTheItemAt

When asked to whatIsTheNameOfTheItemAt, you will be given a Location

1) If there is nothing in that cell in your current, private table
   a) Say “null”
   Otherwise:
   a) Say “<The name of the Object at that Location in your private table>.”
**insert**

When asked to **insert**, you will be given an Actor and a Location

1) **Write** the name of the Actor you were given into the specified location in your current, private table. Erase any name that was there before this operation.
2) **Say**, “*<name of actor> has been placed in location <given location>*.”

**removeTheItemAt**

When asked to **removeTheItemAt**, you will be given a Location

1) **Erase** the name of the Actor you were given into the specified location in your current, private table, remembering the name erased for just a moment.
2) **Say**, “*<name of actor erased> has been removed from location <given location>*.”
getNeighbors

When asked to **getNeighbors**, you will be given a Location

1) **Narrate**, “I will begin by getting a list of *occupied* adjacent locations.”
2) **Do** getOccupiedAdjacentLocations (above).
3) Take a blank Actors List sheet.
4) Narrate, “I will now get the name of the actor associated with each location.”
5) On your new Actors List sheet, write down the *name* of each actor that is associated with a location on the sheet from Step 2 as indicated by your private table.
6) Crumple up the sheet from Step 2.
7) **Narrate**, “I have now constructed the list of neighbors.” and Hold the sheet from Step 5 up for the audience to see.
8) If the request for this list came from someone else, give that person the list.

getOccupiedAdjacentLocations

When asked to **getOccupiedAdjacentLocations**, you will be given a Location

1) Take a blank Location List sheet.
2) On that sheet, write down all of the locations (coordinate pairs, not names) that are adjacent to the given location and are not null according to your current, private table.
3) **Say**, “Here is the list of occupied adjacent locations.”
4) If the request for this list came from someone else, give that person the list.

getEmptyAdjacentLocations

When asked to **getEmptyAdjacentLocations**, you will be given a Location

1) Take a blank Location List sheet.
2) On that sheet, write down all of the locations (coordinate pairs, not names) that are adjacent to the given location and are null according to your current, private table.
3) **Say**, “Here is the list of empty adjacent locations.”
4) If the request for this list came from someone else, give that person the list.
Grid Data For  ______________________ (your name here)

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are “Done.”

**Personal information** (aka “who is where”)
(empty cells are “Null”)

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</tbody>
</table>
## Locations List

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<td>( , )</td>
</tr>
</tbody>
</table>
Actors List

Version 2.00
You are a Critter.

Constructing Yourself

When you are constructed you may be given:
- Your Color

1) Remember your color by recording it in the appropriate places on your Data sheet. If you were not given a color, then keep the default from the Data sheet.
2) Say “Done constructing Critter <your name>.”

Are you a ________?

When asked if you are a Critter or an Actor:
1) Say “true”.

When asked if you are anything else (i.e., anything other than a Critter or an Actor):
1) Say “false”.

act

When asked to act:

1) Narrate “Ahh, to act… First I will begin by getting a list of the objects with whom I might interact.”
2) Ask yourself to getActors. (In other words, jump to that script.)
3) Narrate “Now to continue action. Since I have the list of actors, I must now process it.”
4) Ask yourself to processActors. (In other words, jump to that script.)
5) Narrate “Now that I am done processing everyone, I can think about moving. I will start by getting list of possible locations.
6) Ask yourself to getMoveLocations. (In other words, jump to that script.)
7) Narrate “Ah, the list of locations… now to choose one…”
8) Ask yourself to selectAMoveLocation. (In other words, jump to that script.)
9) Narrate “I have chosen <the chosen location> and will now make my move”
10) Ask yourself to makeMove to <the chosen location>. (In other words, jump to that script.)
11) Narrate “At long, last, I am done acting.”
**getActors**

When asked to **getActors**

1) **Narrate** “Hmmm… With whom do I act? With my neighbors, of course. I’d better ask the grid who they are.”
2) **Ask** `<your grid>` to **getNeighbors** of `<your location>`
3) **Wave** the list given to you by the grid and **narrate** “Behold my list of actors!”

[Return to Step 3 of act.]

**processActors**

When asked to **processActors**, you should already have a list of actors…

1) **Narrate** “Time to eat… Who is near by that is edible?”
2) For each actor in your list
   a) **Ask** `<that actor>` if it is a Rock.
      i) If it says, “Yes”, dramatically cross it off the list and move to the next actor in the list.
   b) **Ask** `<that actor>` if it is a Critter.
      i) If it says, “Yes”, dramatically cross it off the list and move to the next actor in the list.
   c) **Ask** `<that actor>` to removeYourself.
   d) **Say**, “Yummm! Tasty item.”
   e) Dramatically cross `<that actor’s namer>` off the list and move to the next actor in the list.
3) **Narrate** “That’s the whole list!”

[Return to Step 5 of act.]

**getMoveLocations**

When asked to **getMoveLocations**

1) **Narrate** “Hmmm… Where can I move? To any adjacent empty space. I’d better ask the grid which ones those are.”
2) **Ask** `<your grid>` to **getEmptyAdjacentLocations** of `<your location>`
3) **Wave** the list given to you by the grid and **narrate** “Behold my list of possible destinations!”

[Return to Step 7 of act.]
selectMoveLocation

When asked to **selectMoveLocation**, you should already have a list of locations…

1) **Narrate** “Time to move…There are <number of items in your list> possibilities.”
2) **Ask** <The Random Number Generator> for a number up to <number of items in your list>
3) **Narrate** “Let’s see. The <number you were given>th item in my list is <that location>. I’ll move there!”

[Return to Step 9 of *act.*]

makeMove

When asked to **makeMove**, you will be given a location…

1) **Narrate** “Time to move…my choice is to move to <that location>.”
2) **Narrate** “Actually, I do this the same way any actor does…”
3) **Ask** yourself to **moveTo** <that location>.

[Return to Step 11 of *act.*]
**positionYourselfInGrid**

When asked to **positionYourselfInGrid**, you will be given a grid and a location

1) Tell your grid to insert *<your name>* at the given location
2) Set your grid to the given grid
3) Set your location to the given location
4) Say “Done positioning myself within grid.”

**removeYourself**

When asked to **removeYourself**

1) Narrate “I need to get out of the grid, but I can’t do this alone.”
2) Ask your grid to removeTheItemAt *<your location>*
3) Set your grid to null
4) Set your location to null
5) Say “Done removing myself from the grid.”

**moveTo**

When asked to **moveTo**, you will be given a Location. (If not, complain.)

1) Tell your grid to removeTheItemAt *<your current location>*.
2) Tell your grid to removeTheItemAt *<the given location>*.
3) Set your location to the given Location, remembering to write it on your private data sheet.
4) Tell your grid to insert *<your name>* at *<your location>*
5) Narrate “I have completed my **moveTo** operation.”
Critter Data For __________________________ (your name here)

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are “Done.”

Personal information
(Note that some default values have been given for you; use them as needed.)

your Grid: ______________________

your Location: ( ______ , ______ )

your Direction: ___________________ (default: NORTH)

your Color: _____________________ (default: Blue)
You are the RolePlayCritterRunner

Run

When you the role play is set to begin

1) **Construct** an ActorWorld by picking an unused person in the room and saying, <person name>, “Construct yourself as an ActorWorld”
2) **Construct** a Rock by picking an unused person in the room and saying, <person name>, “Construct yourself as an Rock”
3) **Ask** your ActorWorld to insert `<your Rock’s name>` at location (5,3)
4) **Construct** a Rock by picking an unused person in the room and saying, <person name>, “Construct yourself as a Rock”
5) **Ask** your ActorWorld to insert `<your more recent Rock’s name>` at location (2,2)
6) **Construct** a Flower by picking an unused person in the room and saying, <person name>, “Construct yourself as a Flower; your color is Blue”
7) **Ask** your ActorWorld to insert `<your Flower’s name>` at location (4,2)
8) **Construct** a Flower by picking an unused person in the room and saying, <person name>, “Construct yourself as a Flower; your color is Red”
9) **Ask** your ActorWorld to insert `<your second Flower’s name>` at location (4,5)
10) **Construct** a Flower by picking an unused person in the room and saying, <person name>, “Construct yourself as a Flower; your color is Pink”
11) **Ask** your ActorWorld to insert `<your third Flower’s name>` at location (0,6)
12) **Construct** a Critter by picking an unused person in the room and saying, <person name>, “Construct yourself as a Critter”
13) **Ask** your ActorWorld to insert `<your Critter’s name>` at location (3,4)
14) Have a **commercialInterruption**
15) **Ask** your ActorWorld to **step**.
16) Have a **commercialInterruption**
17) **Ask** your ActorWorld to **step**.
18) Have a **commercialInterruption**
19) **Ask** your ActorWorld to **step**.
commercialInterruption

To process a commercialInterruption

1) Narrate “We now interrupt this role play for a commercial interruption. The sponsors hope that you will pay attention to the display during this break.”

2) For each Actor (e.g. Bug, Flower, Rock, Critter – NOT ActorWorld or Grid) who is currently involved in the role play, do the following:
   a) Ask the actor if their Grid is null
      i) If the actor says, “yes”, then skip to the next actor.
   b) Ask the actor what kind of object he/she is.
   c) Ask the actor for his/her location.
   d) Ask the actor for whatever additional information (e.g. color, location) you need in order to display that actor using the technology provided.
   e) Update whatever display your instructor has provided (e.g. blackboard, whiteboard, poster, etc.) to reflect this actor’s status in the world.

3) Narrate “No more actors. We now resume our regularly scheduled program.” (Feel free to emphasize the last word…)
You are a Bug.

Constructing Yourself

When you are constructed you may be given:

- **Your Color**

  1) **Remember** your color by recording it in the appropriate places on your Data sheet.
     If you were not given a color, then keep the default from the Data sheet.
  2) **Say** “Done constructing Bug <your name>.”

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Are you a _______?

When asked if you are a Bug or an Actor:

  1) **Say** “true”.

When asked if you are anything else (i.e., anything other than a Bug or an Actor):

  1) **Say** “false”.

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act

When asked to act:

1) **Narrate** “Hmm… I must determine if I can move.”
2) **Narrate** “My current location is `<your current location>`
3) **Narrate** “My current direction is `<your current direction>`
4) **Narrate** “Therefore, my next location would be `<the result of moving forward>`”
5) **Name** this new Location **next**.
6) **Ask** your grid if **next isValidLocation**
7) **If** the grid says, “No”, then **skip ahead to Step 12**
8) **Ask** your grid to **getNameOfTheActor** at location **next**
9) **If** the grid says, “Null”, then **skip ahead to Step 17**
10) **Ask** that person, “Are you a Flower?”
11) **If** that person says, “Yes”, then **skip ahead to Step 17**
12) **Narrate** “I seem to be unable to move; therefore I will turn.”
13) **Narrate** “My current direction is `<your current direction>`.”
14) **Narrate** “The direction 45 degrees clockwise from that is `<the appropriate direction>`.”
15) **Set** your direction to that direction, remembering to write it on your private data sheet.
16) **Narrate**, “I am done turning, and thus done acting.” [You are done; skip ahead to Step 21.]
17) Make a **copy** of your current Location and name it **loc**.
18) **moveTo** the location **next** (In other words, jump to the script on page 3)
19) **Pick** a person not currently involved in the role play and **Tell** them to “Construct yourself as a Flower; your color is `<the color you are as a Bug>`.”
20) **Tell** that Flower to **positionYourselfInGrid** using grid `<your grid>` and location `<loc>`.
21) **Say** “<Your name> is done acting.”
**positionYourselfInGrid**

When asked to **positionYourselfInGrid**, you will be given a grid and a location

1) Tell your grid to **insert** *<your name>* at the given location
2) Set your grid to the given grid
3) Set your location to the given location
4) Say “Done positioning myself within grid.”

**removeYourself**

When asked to **removeYourself**

1) Narrate “I need to get out of the grid, but I can’t do this alone.”
2) Ask your grid to **removeTheItemAt** *<your location>*
3) Set your grid to null
4) Set your location to null
5) Say “Done removing myself from the grid.”

**moveTo**

When asked to **moveTo**, you will be given a Location. (If not, complain.)

1) Tell your grid to **removeTheItemAt** *<your current location>*.
2) Tell your grid to **removeTheItemAt** *<the given location>*.
3) Set your location to the given Location, remembering to write it on your private data sheet.
4) Tell your grid to **insert** *<your name>* at *<your location>*
5) Narrate “I have completed my **moveTo** operation.”