

CMPSC 124 Fall 2016 Homework #1

Please send via email by Thursday 9/15/2016

Try your best to come up with statements in English describing every day moments in time, *and actions that might happen at those moments*. Use the Gamemaker events: Create, Step, Collision, and Destroy as a guideline for how you define the moments in time for this assignment. Try to come up with **5 statements for each event**. See examples below.

Create: The first moment of an object's creation, or when it first enters a 'room'. It doesn't need to describe the birth of an object necessarily, but the moment it 'is', becomes, or even changes from one state to another.

(eg. The moment my egg is cooked to my liking, it turns into something I want to eat.
The moment I walked into the room this morning, my temperature increased because the thermostat was set very high. The moment the line is created on the piece of paper, the level of ink begins to slowly decrease.)

Step: Moments that occur over and over again, for any set period of time. It can happen with any frequency and doesn't have to occur at specific intervals.

(eg. Water comes out of a faucet continuously until I turn off the faucet. When I exit the T terminal, my mind is assessing my direction and constantly readjusting my motion until I get to the classroom. My eyes are constantly taking in visual input as long as they are open.)

Collision: The moment one object (or the visual representation of an object) touches another.

(eg. A collision with an egg on the counter-top can result in the egg sitting on the counter-top. A collision with an egg on the counter-top at a certain vertical speed, can result in the egg cracking. If I touch the bowl, I can tell how hot the soup is.)

Destroy: The moment an object ceases to exist (in everyday life, or in a 'room').

(eg. Once the egg has been eaten, it travels through my digestive system and provides nutrients to my body. When the song is over, the band stops playing momentarily. As the ice melts away, it is replaced by a puddle of water.)