Unit 4: Black Forrest

Luna and cat are walking through a forest. Think Fangorn from Lord of the Rings. It has giant ferns and ancient tree covered in moss. There are toadstools the size of small children. It’s dark and damp. You can always here something scuttling through the undergrowth, just out of eyesight.

They sit down to eat a bunch of nuts and berries Luna has been carrying in her hands. “If I have to eat one more berry, Ill loose it.” “Well. Berries are what we’ve got.” “What about Magic?” “The kind of spells that would summon us food are too complicated for you right now.” Luna looks a little put down. Cat feels that they’ve been too harsh with her. “Of course, if you found a rabbit or bird you could make it come to you. You’ve learned that. Wait. I think I saw an egg in a nest back there.”

They walk up to the tree and we see the nest on a tree branch. A single egg sits right in its centre. “How about some fried egg?” “Sounds great.” “OK. You have to be very careful though, otherwise it might crack. You can’t use the same spell you use to move; the egg would break on the branches below.” (There are several branches below the one with the nest. Moving the egg in a straight line would smash it against them) “I know a spell that gives you more control over the movement. Here, look.”

You can include data from your phone’s sensors in your code. You can use the tilt sensor to move objects in the game to the angle that you tilt your phone to. Example code.

Luna successfully brings the egg to the ground. We see them eating fried egg.

**Next Scene**

Luna and Cat walk out of a forest into a clearing. There is an old brick tower slightly off the centre of the clearing. Roses grow up its side (Rapunzel fairy tale vibes). Luna and cat walk up a winding staircase into a single room, the only room in the tower. It is empty except for a giant mirror. Its surface is black and reflects nothing.

“It looks broken.” “It’s not broken. Its hibernating. You have to wake it up.” “Let me guess…I wake it with a spell.” You are getting the hang of this. Now let me look up.” “No, I’ve got this. Mirror, mirror on the wall who’s the fairest of them all” Luna finishes with a flourish of her arms and stays standing in a dramatic pose. “Hm. Didn’t work.” She pretends to examine the mirror, as if to check why it had not reacted to her incantation. Cat is staring Luna down. “You are very funny.” Cat just looks at Luna for a bit before continuing. “Now the actual spell needs your face. The mirror only wakes for magicians. If it sees your face it will wake up. Here is the spell.”

“Remember the spell you used to find water? It worked by creating a rule: if you are touching the water the water becomes visible.” “You can use the same spell with a different rule for this problem. “If the mirror sees your face then the mirror has to wake up.” “Here is the water spell from the scrolls. All you have to do is change the rule.”

The mirror wakes.

Luna stands in front of it. “Show me Noodles.” We see Noodles looking a little scruffy. His fur is dirty and he’s a bit thinner than he was. He is looking into a puddle looking sad. Lunas appears in the puddle and Noodles starts getting really excited. He’s wagging his tail and celebrating. There is a thought bubble above his head showing an exclamation mark. “Noodles! Good boy! We’re coming to find you just hang in there.” “You know he can’t hear you, right? Anyway, the mirror says that puddle is in the Dartmoor so this will be fun.” “What’s the Dartmoor?” “It’s a swamp. Its populated by hinkypunks, werewolves and banshees and its made of rotting earth. The last time I was there I spent two days in sink sand hiding myself with concealment spells while a pack of werewolves circled around my scent. I might have given the leader a permanent scar on his nose so we should probably try not to run into him.” Cat looks proud. “Werewolves! Oh no. Poor noodles.” “He looked alright. For someone who’s spent weeks in the Dartmoor he’s actually doing very well.” Luna does not look relieved.