

Program extends SProgram

```
Scene myScene <- new Scene
```

Scene extends SScene

initializeEventListeners

```
this addSceneActivationListener
```

```
declare procedure sceneActivated
```

do in order

```
this myFirstMethod
```

```
declare procedure myFirstMethod
```

do in order

this.bearCub setOpacity 0.0
this.camera moveAndOrientTo this.cameraMarker1

do together

this playAudio new AudioSource uvod.mp3 (7.18s)
this.camera moveAndOrientTo this.camera1

do together

this.bearCub playAudio new AudioSource magicsfx.mp3 (4.01s)
this.bearCub setOpacity 1.0

this.alice move FORWARD 2.0

do together

this.alice say "Kdo jsi prosím tā"
this.alice playAudio new AudioSource Alenka_KdoJsi.mp3 (1.57s)

do together

this.bearCub playAudio new AudioSource Medved_Kamarad.mp3 (2.01s)
this.bearCub say "Jsem tvůrž nová kamarád"

do together

this.alice playAudio new AudioSource Alenka_Opravdu.mp3 (1.15s)
this.alice say "Opravdu?"

do together

this.bearCub say "Jasnářk"
this.bearCub playAudio new AudioSource Medved_Jasnacka.mp3 (1.10s)

do together

this.alice say "Juuuuu, ale je tma, pojď dovnitř do tepla. Můžeme si hrát"
this.alice playAudio new AudioSource Alenka_Ju.mp3 (4.78s)

this.alice turn RIGHT 0.5

this.alice move FORWARD 2.0

this.bearCub moveToward this.alice 6.0

do together

this.alice playAudio new AudioSource konec.mp3 (5.56s)
this.camera moveAndOrientTo this.camera2

SGround ground <- new SGround

SCamera camera <- new SCamera

```
PlankHouse plankHouse <- new PlankHouse  
FirTreeMountain firTreeMountain <- new FirTreeMountain | resource: DEFAULT_DAYLIGHT  
SandDunes sandDunes <- new SandDunes | resource: FLAT_MOON  
SandDunes sandDunes2 <- new SandDunes | resource: FLAT_MOON  
SandDunes sandDunes3 <- new SandDunes | resource: FLAT_MOON  
Island island <- new Island | resource: FLAT  
Island island2 <- new Island | resource: FLAT  
Island island3 <- new Island | resource: FLAT  
SandDunes sandDunes4 <- new SandDunes | resource: OVAL_MOON  
SandDunes sandDunes5 <- new SandDunes | resource: CRESCENT_MOON  
FirTreeMountain firTreeMountain2 <- new FirTreeMountain | resource: DEFAULT_DAYLIGHT  
FirTreeMountain firTreeMountain3 <- new FirTreeMountain | resource: DEFAULT_DAYLIGHT  
SandDunes sandDunes6 <- new SandDunes | resource: FLAT_BEACH  
SandDunes sandDunes7 <- new SandDunes | resource: FLAT_BEACH  
SandDunes sandDunes8 <- new SandDunes | resource: FLAT_BEACH  
SandDunes sandDunes9 <- new SandDunes | resource: FLAT_BEACH  
SandDunes sandDunes10 <- new SandDunes | resource: FLAT_BEACH  
SandDunes sandDunes11 <- new SandDunes | resource: FLAT_BEACH  
SandDunes sandDunes12 <- new SandDunes | resource: FLAT_BEACH  
SandDunes sandDunes13 <- new SandDunes | resource: FLAT_BEACH  
FirTreeMountain firTreeMountain4 <- new FirTreeMountain | resource: FLIPPED_DAYLIGHT  
FirTreeMountain firTreeMountain5 <- new FirTreeMountain | resource: DEFAULT_DARK  
FirTreeMountain firTreeMountain6 <- new FirTreeMountain | resource: DEFAULT_MEDIUM  
FirTreeMountain firTreeMountain7 <- new FirTreeMountain | resource: FLIPPED_MEDIUM  
FirTreeMountain firTreeMountain8 <- new FirTreeMountain | resource: FLIPPED_LIGHT  
CedarTreeStump cedarTreeStump <- new CedarTreeStump  
Logs logs <- new Logs | resource: DEFAULT  
CedarTree cedarTree <- new CedarTree  
FirTreeTrunk firTreeTrunk2 <- new FirTreeTrunk | resource: DEFAULT  
CedarPole cedarPole <- new CedarPole | resource: LARGE  
FirTreeTrunk firTreeTrunk3 <- new FirTreeTrunk | resource: DEFAULT  
FirTreeTrunk firTreeTrunkMirror2 <- new FirTreeTrunk | resource: MIRROR  
FirTreeTrunk firTreeTrunk4 <- new FirTreeTrunk | resource: DEFAULT  
FirTreeTrunk firTreeTrunkMirror3 <- new FirTreeTrunk | resource: MIRROR  
FirTreeTrunk firTreeTrunkMirror4 <- new FirTreeTrunk | resource: MIRROR
```

```

FirTreeTrunk firTreeTrunkTall2 <- new FirTreeTrunk | resource: TALL
FirTreeTrunk firTreeTrunkTallMirror2 <- new FirTreeTrunk | resource: TALL_MIRROR
FirTreeTrunk firTreeTrunkTallMirror3 <- new FirTreeTrunk | resource: TALL_MIRROR
FirTreeTrunk firTreeTrunk5 <- new FirTreeTrunk | resource: DEFAULT
FirTreeTrunk firTreeTrunkMirror5 <- new FirTreeTrunk | resource: MIRROR
FirTreeTrunk firTreeTrunk6 <- new FirTreeTrunk | resource: DEFAULT
FirTreeTrunk firTreeTrunk7 <- new FirTreeTrunk | resource: DEFAULT
FirTreeTrunk firTreeTrunk8 <- new FirTreeTrunk | resource: DEFAULT
FirTreeTrunk firTreeTrunkMirror6 <- new FirTreeTrunk | resource: MIRROR
FirTreeTrunk firTreeTrunkMirror7 <- new FirTreeTrunk | resource: MIRROR
FirTreeTrunk firTreeTrunkMirror8 <- new FirTreeTrunk | resource: MIRROR
FirTreeTrunk firTreeTrunkMirror9 <- new FirTreeTrunk | resource: MIRROR
FirTreeTrunk firTreeTrunk9 <- new FirTreeTrunk | resource: DEFAULT
FirTreeTrunk firTreeTrunkMirror10 <- new FirTreeTrunk | resource: MIRROR
FirTreeTrunk firTreeTrunk10 <- new FirTreeTrunk | resource: DEFAULT
FirTreeTrunk firTreeTrunk11 <- new FirTreeTrunk | resource: DEFAULT
FirTreeTrunk firTreeTrunkMirror11 <- new FirTreeTrunk | resource: MIRROR
FirTreeTrunk firTreeTrunkTallMirror4 <- new FirTreeTrunk | resource: TALL_MIRROR
CedarTreeLog cedarTreeLog <- new CedarTreeLog
SCameraMarker cameraMarker1 <- new SCameraMarker
FirTreeTrunk firTreeTrunk <- new FirTreeTrunk | resource: DEFAULT
FirTreeTrunk firTreeTrunkMirror <- new FirTreeTrunk | resource: MIRROR
FirTreeTrunk firTreeTrunkTallMirror <- new FirTreeTrunk | resource: TALL_MIRROR
SCameraMarker camera1 <- new SCameraMarker
BearCub bearCub <- new BearCub | resource: BROWN
Alice alice <- new Alice | resource: CARNEGIE_MELLON
SThingMarker AliceUvnitr <- new SThingMarker
SCameraMarker camera2 <- new SCameraMarker

```

declare procedure performCustomSetup

do in order

//Make adjustments to the starting scene, in a way not available in the Scene editor