

declare procedure myFirstMethod

do in order

this.alice say "Let's skate." , duration 1.0 add detail

WholeNumber rounds ← this.camera getIntegerFromUser "How many rounds?"

this.alice say "You decide " + rounds , duration 1.0 add detail

do together

this.alice getLeftShoulder roll LEFT , 0.25 add detail

this.alice getLeftShoulder turn RIGHT , 0.125 add detail

this.alice getLeftElbow turn LEFT , 0.125 add detail

this.penguin getRightWingShoulder turn BACKWARD , 0.25 add detail

this.penguin moveToward this.alice , 0.25 add detail

this.alice getLeftHip turn LEFT , 0.125 add detail

this.penguin getLeftHip turn LEFT , 0.125 add detail

this.penguin setVehicle this.alice

this.camera setVehicle this.alice

this.camera moveAndOrientToAGoodVantagePointOf this.alice add detail

count up to rounds

this.alice turn RIGHT , 1.0 , duration 10.0 , asSeenBy this.snowWoman add detail

loop

do together

this.alice straightenOutJoints add detail

this.penguin straightenOutJoints add detail