

this addSceneActivationListener

declare procedure **sceneActivated**

do in order

do together

this.trollFather **complaint**

this.trollBoy **complaint**

this.trollFather **say** /"Τυνάκα, τι θα γίνει θα φάμε;" add detail

this.trollBoy **say** /"Ναι, μαμά Πενώλια!!!" add detail

do together

count up to **10**

do together

this.witch **getRightShoulder** **turn** **RIGHT** , **0.125** , duration **0.25** , animationStyle **BEGIN_AND_END_GENTLY** add detail

this.spellBook **moveTo** **this.witch** **getRightHand** , duration **0.25** add detail

do together

this.witch **getRightShoulder** **turn** **LEFT** , **0.125** , duration **0.25** , animationStyle **BEGIN_AND_END_GENTLY** add detail

this.spellBook **moveTo** **this.witch** **getRightHand** , duration **0.25** add detail

loop

do in order

this.witch **say** /"Αχ, τα χρυσά μου!!!" , duration **2.0** add detail

this.witch **say** /"Ένα τελευταίο ανακάτεμα και είναι έτοιμο!" , duration **3.0** add detail

this.witch **think** /"Κάνε κλικ στο καζάνι για το τελευταίο ανακάτεμα." , duration **5.0** add detail

this addMouseClickedOnObjectListener add detail

declare procedure **mouseClicked**

e **getScreenDistanceFromLeft**

e **getScreenDistanceFromBottom**

e **getModelAtMouseLocation**

do in order

if **this.cauldron** == **e** **getModelAtMouseLocation** is true then

do together

count up to **4**

this.magicSpoon **move** **FORWARD** , **0.5** , duration **0.5** , animationStyle **BEGIN_AND_END_GENTLY** , asSeenBy **this.cauldron**

this.magicSpoon **move** **LEFT** , **0.5** , duration **0.5** , animationStyle **BEGIN_AND_END_GENTLY** , asSeenBy **this.cauldron**

this.magicSpoon **move** **BACKWARD** , **0.5** , duration **0.5** , animationStyle **BEGIN_AND_END_GENTLY** , asSeenBy **this.cauldron**

this.magicSpoon **move** **RIGHT** , **0.5** , duration **0.5** , animationStyle **BEGIN_AND_END_GENTLY** , asSeenBy **this.cauldron**

loop

do in order

this.trollBoy **turnToFace** **this.dragon** add detail

this.trollBoy **say** /"Μπαμπά, τι είναι αυτό;" add detail

this.trollFather **turnToFace** **this.dragon** add detail

do together

this.trollFather **say** /"Α!!! Ένας δράκος!!!" add detail

this.trollFather **shake**

count up to **5**

this.dragon **fly**

loop

do in order

this.dragon **moveTo** **this.magicSpoon** , duration **8.0** add detail

this.dragon **turn** **BACKWARD** , **0.125** add detail

this.magicSpoon **moveTo** **this.dragon** **getMouth** , duration **0.0** add detail

do together

this.dragon **move** **RIGHT** , **10.0** , asSeenBy **this.camera** add detail

this.magicSpoon **move** **RIGHT** , **10.0** , asSeenBy **this.camera** add detail

this.trollBoy **turnToFace** **this.witch** add detail

this.trollFather **turnToFace** **this.witch** add detail

this.trollFather **say** /"Τύπα, τι θα γίνει;" add detail

this.witch **say** /"Τύπα, θα μείνετε νηστικοί!" add detail

do together

this.witch **getRightShoulder** **turn** **LEFT** , **0.25** , animationStyle **BEGIN_GENTLY_AND_END_ABRUPTLY** , duration **0.25** add detail

this.spellBook **moveTo** **this.witch** **getRightHand** , duration **0.25** add detail

this.spellBook **move** **LEFT** , **10.0** , asSeenBy **this.camera** add detail

do together

this.trollBoy **shake**

this.trollFather **shake**

this.trollBoy **say** /"Ααα!!" add detail

this.trollFather **say** /"Ααα!!" add detail

else

drop statement here

do in order

do together

count up to 10

do in order

this getLeftShoulder turn BACKWARD, 0.25, animationStyle BEGIN_AND_END_ABRUPTLY, duration 0.25 add detail

this getLeftShoulder turn FORWARD, 0.25, animationStyle BEGIN_AND_END_ABRUPTLY, duration 0.25 add detail

loop

count up to 10

do in order

this getRightShoulder turn BACKWARD, 0.25, animationStyle BEGIN_AND_END_ABRUPTLY, duration 0.25 add detail

this getRightShoulder turn FORWARD, 0.25, animationStyle BEGIN_AND_END_ABRUPTLY, duration 0.25 add detail

loop

this say "Πεινώμε!!", duration 5.0 add detail

declare procedure **shake**

Add Parameter...

do in order

count up to 3

this move UP, 0.25, duration 0.1 add detail

this move DOWN, 0.25, duration 0.1 add detail

loop

declare procedure fly

Add Parameter...

do in order

do together

this move UP, 0.25, duration 0.25, animationStyle BEGIN_AND_END_GENTLY add detail

this getLeftWingBase turn FORWARD, 0.125 add detail

this getRightWingBase turn FORWARD, 0.125 add detail

do together

this move DOWN, 0.25, duration 0.25, animationStyle BEGIN_AND_END_ABRUPTLY add detail

this getLeftWingBase turn BACKWARD, 0.125 add detail

this getRightWingBase turn BACKWARD, 0.125 add detail