***SEAPLANE (20 points)***

* Make the plane do a barrel roll when “r” is pressed (10)
* Make the plane’s propeller spin continuously and smoothly (10)

***PTERODACTYL (50 points)***

* Create a Jurassic looking world with lots of detail that does at least 10 different things (teacher discretion) (15)
* Include a pterodactyl in your world
* Build a method for the pterodactyl to flap its wings (15)
* Make the wings flap continuously (10)
* Build in controls to fly the pterodactyl through your world to see everything and the camera follow it (10)

***Drive (30 points)***

* Create a world with a vehicle of your choice on it and the details of the world to correspond with that vehicle (10)
* Build in controls to drive your vehicle around your world and the camera to follow it (10)
* Details of the world do at least 10 different things (10)

***Haunted Room (50 points)***

* Create a haunted room

-Lots of details (25)

-Lots of animation; at least 10 different objects (25)

-Camera moves to the animations

-Based on teacher discretion and use of class time

Examples:

* + Bed disappear into floor
  + Tombstone pop up when someone click on the ground
  + Clock’s hands keep spinning
  + Dresser drawers open and close
  + Character’s head spins around