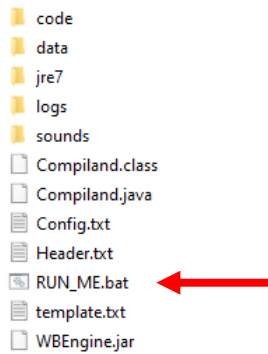


Quickstart Story-Writing-Coding

1. Start the engine by double left click on RUN_ME.bat



2. Hit the play button



3. Type this after the line **showGrid()**.

```
add(bigtree,70,10);
```

Press the play button

4. Now add these lines and press the play button

```
add(pip,30,10);
```

```
add(grog,50,10);
```

5. Now add this line

```
pip.jump();
```

6. Now add this line

```
grog.jump(50);
```

7. Now add this *pair of lines*

```
pip.jump(40);
```

```
grog.rest();
```

BASIC UNAVOIDABLE RULE

If you have 2 objects that move (Actors or Props) you must code using **pairs of lines**.

If you have N objects that move, you must code in **tuples-of-N**