

Slalom Snow Skiing Game

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Introduction

Slalom is one of the most challenging of alpine skiing events. It requires speed, the ability to carve strong curves, and a keen sense of rhythm. The skier races through gates, with each gate consisting of a pair of poles or flags. The first gate is red, with gates alternating between red and blue. If the skier doesn't pass both boots and tips of the skis between the poles making up a gate, then he or she will be disqualified. If the skier misses a gate altogether, then it is necessary to hike back up and try the gate again in order to avoid disqualification, adding undesirable time to the run. To go fast the skier will try to position himself close to the inside pole of each gate, thus making his path as straight as possible. Skiers commonly knock poles out of the way while passing them, in a process that is known as blocking. With modern poles now hinged at the base rather than being rigid as in earlier decades, skier's use a technique called cross-blocking, in which the outside hands, arms and shins, protected by guards, are used to block the gate. The winner is the skier who properly negotiates the course in the shortest amount of time.

Running the OzoBlockly Program

1. Load *SlalomSnowSkiingGame.ozocode* onto Evo and print a copy of the Ozomap on the last page of this document.
2. To run the loaded program on Evo, begin with Evo powered down. Press Evo's button once to turn Evo on. Then when the front lights show blue, double-press the button. Evo's top light should then be a deep blue color. The OzoBlockly program has started running.
3. While the top light is blue, you have 10 seconds to set the level of difficulty. None or one press of Evo's button sets Evo's speed to the lowest (easy), two presses for medium speed, and 3 or more presses for the fastest speed (challenging). To keep things fair, all players should select the same difficulty setting.
4. While the top light is still blue, place Evo on the Start location on the Ozomap facing the direction shown by the arrows.
5. When Evo's top light turns green, the race timer has started and Evo will begin moving forward. Guide Evo through the course via his FRONT IR sensors, by using your fore-fingers, without touching Evo.
6. If Evo's color sensor (the white LED on the underneath side of Evo) senses one of the blue or red colored circles (representing gate poles), then you have gotten too close, it will be considered a foul, and you will be disqualified. Evo will do a police car animation, make a sad sound, and then turn off.
7. When Evo successfully crosses the black finish line, he will do a disco animation, speak your course time in seconds three times, spin with joy, and then turn off.

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