Screenshots

Greenfoot is a live object world framework that supports many different kinds of scenarios. These screenshots show some samples. Click on an image to see a larger version.

Wombats

The wombats scenario shows a simple micro-world (similar in style to Karel the Robot, or similar grid-based micro-worlds).

You can drop wombats, leaves and rocks into the world and make them act.

Program the wombat to find and eat some leaves.

(Click on the screen image to enlarge.)
Lunar Lander
This is an example of a simple game. We wrote this example to demonstrate how to handle key input: the rocket thrust can be controlled by pressing the "down" key on the keyboard.

Try to land smoothly - it is not as easy as it looks. (Nice explosions, too!)

(Click on the screen image to enlarge.)

Turtle graphics
This is the traditional turtle graphics system.

The world is a two-dimensional grid with 1-pixel resolution, and turtles are programmed to draw various shapes. Here, you see three turtles, drawing different patterns.

A teacher could provide the generic Turtle class, while students create specialised subclasses.

(Click on the screen image to enlarge.)
Robots

Robots is a simple micro-world modelled on the well-known "Karel the Robot" world.

The world holds robots, beepers and walls.

The Marine Biology Case Study, used in the US AP course, is a similar example, which can also easily be programmed in greenfoot.

In this example, the cell size in the world is much larger. The world consists of an 12x8 grid of cells.

Ants

A few anthills, some food sources, and lots of ants swarming out to find food.

Ants lay trails of pheromones if they find something, so that other ants can follow the trail.
Bricks

A classic computer game (usually known as 'Breakout').

This example shows some of greenfoots interaction capabilities.

Lifts

This is a simple lift simulation. Lifts go up and down and transport people.