Lesson 2.08: Adventure

# Learning Objectives

* Summation of knowledge of lists, Booleans, and game loop

# Materials/Preparation

* Lab handout
* Read through the handout so that you are familiar with the requirements and can assist students

# Pacing Guide

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| Duration | Description |
| *Day 1* |  |
| 5 Minutes | Welcome, attendance, bell work, announcements |
| 10 Minutes | Project Overview |
| 15 Minutes | Design Project Spec. If statements needed parts of coded necessary |
| 25 Minutes | Work on Project |
| *Day 2-5* |  |
| 5 Minutes | Welcome, attendance, bell work, announcements |
| 10-15 Minutes | Review of difficult concepts |
| 35-40 Minutes | Project Work |

# Instructor’s Notes

1. Have Students Create a design spec
2. Overview of Project
   1. Have a list of items you can collect
   2. Keep track of list of places you have been
   3. Variable for turns left before game is over
   4. Player can win or loose
   5. Take in user input and decide what to do based on that
3. Have students draft up the variables they need to make, lists they need to make and practice writing pseudo code for the functions