ANGLEGATORS

A Game for the XO Laptops to help teach Angles

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WHAT IS IT?

WHAT IS IT?

A game to teach angles to students at a fourth grade math level

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AngleGators

- You are an alligator eating fruit as flows down the river.
- You need to open the alligator's mouth wide enough to eat fruit.
- The closer the alligator's mouth angle is to the the minimum fruit angle, the more points you get.
- Missing a fruit makes the Alligator lose a tooth

THE GAME

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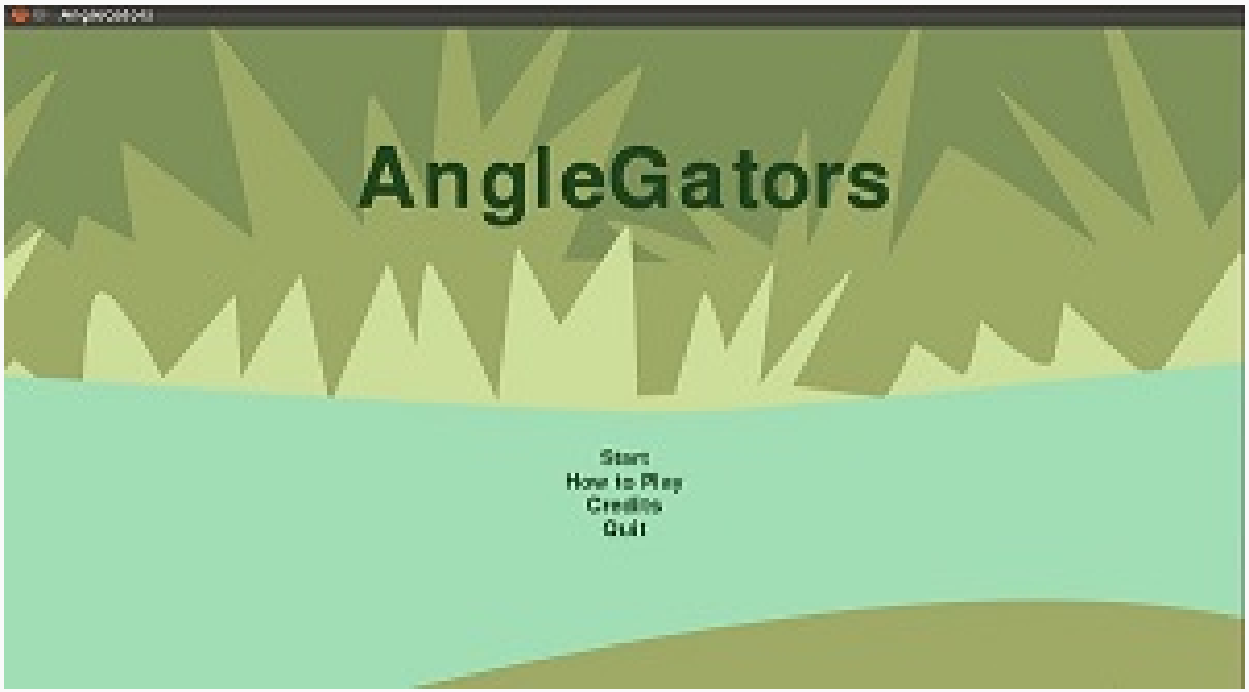

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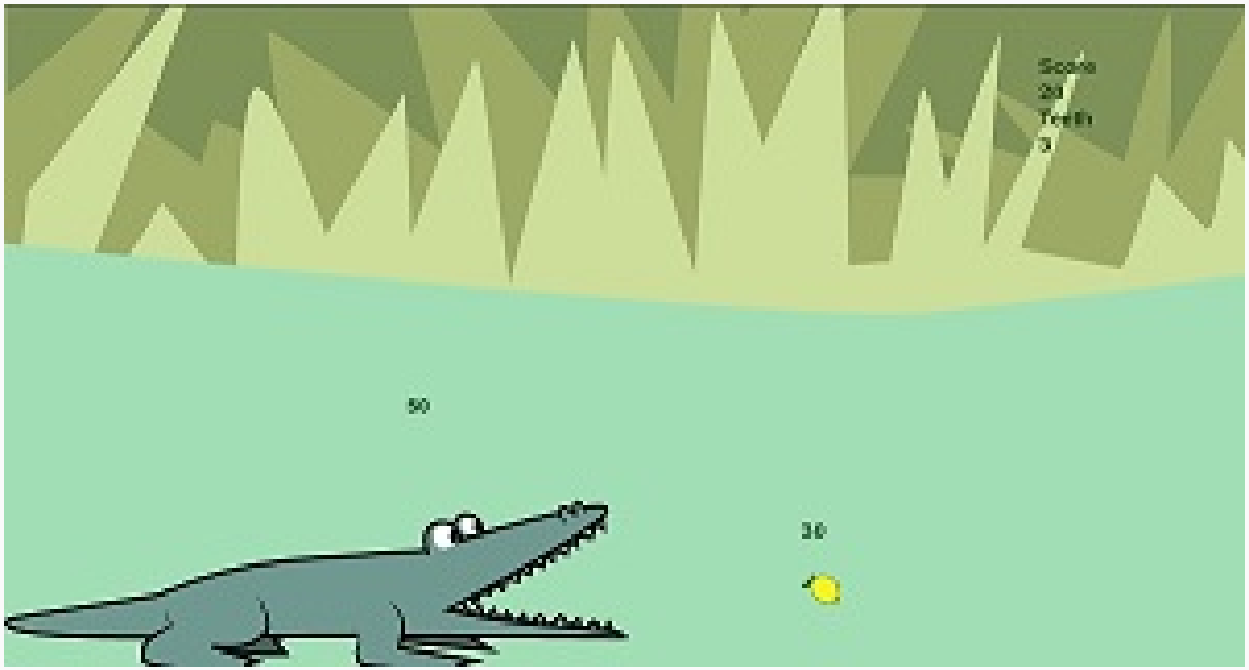

HOW DOES THE CODE WORK

Awesome Things

- The Menu System
- Highlighting of Clickable Items
- Returning Item Text to Decide What's Next

Bad Things

- Alligator ”Animation”
- Food Draw Function
- No Sounds
- Game scores don’t reset after ’Restart’

STUMBLING BLOCKS AND SUCCESSES

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Stumbling Blocks

- Setting the right item sizes and positions
- Showing the final score on the Game Over Screen
- Updating How Many Teeth are Left
- Getting the game running with a VM

STUMBLING BLOCKS AND SUCCESSES

Successes

- Semi Finished Game
- Functions Great on the XO
- Code is broken down well
- Score and lives work

THINGS DONE DIFFERENTLY

THINGS DONE DIFFERENTLY

- Organized the code from the beginning
- Test frame rate difference from XO to other computers
- Test game on multiple operating systems, was only tested and working on Ubuntu and SugarOS

MORE TIME?

MORE TIME

Future Things

- Difficulty Levels
- Alligator Movement
- Make Screen Resizable
- Visually Lose a Tooth
- Game Music and Event Sounds
- Food Speed Variability

WIKI

AngleGators on Wikipedia.

Will migrate wiki to SugarLabs

SUMMARY

Get the source of this theme and the demo presentation from

`github.com/matze/mtheme`

The theme itself is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License.

Questions?