CODECOMBAT

A Browser Based Game for Learning Scripting Languages

Alexandria Mack - Katie Tigue

April 2, 2015

WHAT IS IT?

A game for extensive practice, instead of intensive learning.

Company

- · Company: CodeCombat
- · Founded: 2013
- · HQ: San Francisco, CA
- · Founders: Nick Winter, George Saines, and Scott Erickson

COMMUNICATIONS

Community

· Chat Channel
· GitHub
· Documentation
· Blog

Social Media

- Twitter: 2.3K Followers
- Facebook: 5.85k Likes
- Linkedin: 43 Followers
- Google+: 1.2k Followers

THE GAME

The Project

- Initial Commit: December 8, 2013
- Latest Commit: April 1, 2015
- Languages: CoffeeScript, HTML, JavaScript, CSS, Python

Playing the Game

- · Start by Picking a Language
- · Each "Dungeon" teaches different programming fundamentals
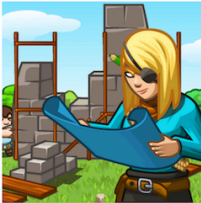
CONTRIBUTING

CodeCombat Individual CLA

- · You retain your rights both to Copyright and Patents
- · Also grant rights to both Copyright and Patents to CodeCombat

HOW TO GET INVOLVED

- **Archmage Home** -	- **Artisan Home** -	- **Adventurer Home** -
Coders!	Builders!	Testers!

- **Scribe Home** -	- **Diplomat Home** -	- **Ambassador Home** -
Scribblers!	Translators!	Supporters!

PATCHES

differentmatt
Matt Lott

GlenDC
Glen De Cauwse...

gsaines
George Saines

Imperadeiro98

nwinter
Nick Winter

popey456963
Popey Gilbert

rdxiang
Rachel Xiang

schmatz
Michael Schmatz

sderickson
Scott Erickson

- Barely contained chaos, over 200 open issues. 300+ contributers
- Participation trending up
- Really good getting involved process, lots of documentation

· Git by a Bus - Probably not. the most active 20 percent are people who are employed to create this game.

· Raptor - Hopefully. There is more than one very active committer.

Get the source of this theme and the demo presentation from

github.com/matze/mtheme

The theme itself is licensed under a Creative Commons
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QUESTIONS?