

Web Development

Team One	Team Two	Team Three	Team Four
Gabe Content Manager Contact	Jayla Content Manager Contact	Brandon Content Manager Contact	Ariel Photography
Rutti Project Manager	Jeff Project Manager	Annaelle Project Manage	Jeff Photography
Ariel Content Manager	Gavin Content Manager Project Manager	Tiyon Content Manager Testing	Theo Photography Content Manager
Kendara Content Manager Testing	Moses Content Manager Testing		

Sprint

Team 1	Team 2	Team 3	Team 2	Team 3
Web Dev	Game Dev	Python	Baltimore Tracks	Photography
<input type="checkbox"/> Index.html	Intro	<input type="checkbox"/> Description	<input type="checkbox"/> Description	<input type="checkbox"/> Web Dev
	<input type="checkbox"/> Description	Contact Page		<input type="checkbox"/> Game Dev
	Advanced	<input type="checkbox"/> Forms		<input type="checkbox"/> Python
<input type="checkbox"/> Navigation	<input type="checkbox"/> Description	<input type="checkbox"/> Address		
	Intermediate			
	<input type="checkbox"/> Description			
<input type="checkbox"/> Description				

CONTENT

Web Dev

Manager: Cliff

In Intro to Web Development, Junior Developers work on building websites on Replit.com using the programming languages: HTML, CSS, and Java Script. Using codecademy.com to learn the languages along with the help of Mr. Cliff. Junior Developers then apply their coding that they learnt, and work on outlined projects to build websites. Junior Developers also have a chance to use their creativity to build websites with loosely outlined parameters such as: My Favorite Band/Artist, My Favorite City/Townsite, and an All About Me Project.

Web Dev

Manager: Fas

Intro to Web Development focused on building structure of simple web pages via the HTML language (HyperText Markup Language). With the foundation of the web pages set the focus oscillates between HTML and CSS (Cascading Style Sheet). CSS is the styling and formatting of the webpage that gives all its contents uniqueness or uniformity.

The final project for the junior web developer will be creating the web pages for many of the other development teams to showcase their respective projects and creations.

Python Adv.

Manager: Elia

Advanced Python's work group is focused on covering advanced concepts within programming, along with creating complex and intricate projects utilizing best practices within software development. Advanced Python also focused on Algorithm Development, and the usage of Machine Learning.

The final project that will be worked on for Python will be a Chat Bot, that is run on the CodeWorks site when the user opens the page. This chat bot will be able to communicate with the site user, have simple conversations, direct the user around the site, and answer questions about CodeWorks.

Python Intro

Manager: Brook

About the Job

This job introduces junior developers to the python programming language with real-world applications. It also introduces them to industry standards for software development and project management while creating space for them to envision an advanced career in software development. Topics covered in this job include data-types, variables, data structures, control statements, basic algorithms, and some object oriented programming concepts.

About the Project

Junior developers will use the arcade library to create a simple 2D game. The arcade library is a modern Python framework for crafting games with compelling graphics and sound.

Object-oriented and built for Python 3.6 and up, arcade provides the programmer with a modern set of tools for crafting great Python game experiences. Junior developers will create a game called Aviator. The objective of the game is for a plane to travel through evil clouds and make it to the airport safe. There will be three levels in the game and logic to manage and display game related info (example: score and number of lives left)

Python Intro

Manager: Danee

The Introduction to Python Codeworks track introduces students to the basics of computer programming and the Python programming language. The 2022 cohort consists of junior developers with a variety of backgrounds. Our group consists of sophomores in high school to sophomores in college. Their interests and career aspirations include graphic design, fashion design, nursing, medical billing and coding, nursing, computer science, photography, information management systems, criminal justice, social work, and data science. Developers have not only learned to code but have also explored the ways in which computers and coding are relevant and can be applied to their specific areas of interest.

Topics Covered in the Intro Track

Introduction to Computer Programming
Selection Structures

Variables and User Input
Iteration Structures

Final Project Contribution

The Intro to Python track is tasked with creating a quiz that will make a recommendation to the user as to which game they should play based on their interests. The program will ask the user to choose words, videos and game preferences. Based on those answers a recommendation will be made on which games should be played and in what order.

Game Dev Intro

Manager: Jacob

https://docs.google.com/document/d/1BMHe06C_5q3lBpdjmRPXmretDp8BQJx6lCJZhNtN2xl/edit?usp=sharing

The Intro to Game Development Work Group is working on developing a 2D Platformer game. In order to complete this project, basic game design concepts will be taught utilizing the free to use game engine Unity.

Topics to be taught and implemented include:

- Basic C# Scripting
- Tilesets/Level Design
- Colliders/Triggers
- 2D Animations
- Sound Design

Game Dev Intermediate

Manager: Alex

In GDI we are running through effectively one large Dev cycle in order to collectively make a game together. Devs are divided into teams, given weekly goals, and are held to high expectations. Devs are placed under real pressures; while learning to adapt, research, and integrate. All with the goal of giving them a brief but real game development experience.

You play as Toad the Frog in the back alley streets of a city, themed after Baltimore. You owe

money to the Pig mafia, and must run away before they catch you. Obstacles litter your path causing quick time events that can slow down and hinder the player. How fast can you hop away from your impending piggy doom?

An on the rails 3d racing game with hard time limits. You maneuver around a branching path system and attempt to complete quick time events in the hopes to get the quickest score possible. With a 3d level themed after Baltimore alleyways, 2d cartoon characters in the ui & a funky sound palette to brighten the mood. We are trying to make a visually comfortable game, while introducing potentially challenging gameplay.

Game Dev Adv. Manager: John

The Advanced Game Development track focused on 3D game development and full Scrum methodology. The developers were split into two mid-sized teams, and expected to deliver with an organized process emphasizing transparency, and accountability. In order to deliver their projects, the developers had to learn and execute proper development approaches to level design, Behavior Tree A.I, project planning, and scene management.

Game 1: Racin' Rampage

A racing game but not just any ordinary racing game! This game not only has a variety of tracks, but fun power ups that'll keep you entertained as you dominate your opponents! In this racing game you compete against AIs in order to seize victory.

Game 2: <Insert Title> ???

<FPS description here>

Baltimore Tracks

<https://www.baltimoretracks.org/>

Baltimore Tracks builds initiatives that provide Baltimore companies the opportunity to commit to programs to ensure that candidates from underrepresented groups feel empowered to apply to and engage with, our collective group of companies.

Contact Page Info

Contact Page Information :

Address, number, email

21 E. North Avenue

2nd Floor

Baltimore, MD 21202

(410) 801-9859

codeworks@codeintheschools.org