



## **ROOSEVELT MIDDLE** BOOTCAMP

### LEARN TO CODE THROUGH GAMING

Gaming has been a gateway to creating many next generation programmers. Mark Zuckerberg very first program was creating a rudimentary game at age 10. Codescholarly curriculum gives student hands on best practices to learn how professionals develop today's applications.

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### LEARN TO CODE THROUGH GAMING

#### HTML - CSS - JAVASCRIPT

Learn the foundational markup and programming language of the web. HTML: Hypertext Markup Language is associated with any site that is connected to the web. It controls how the text is organized on a page. CSS: Cascading Style Sheets provide the page its look and JavaScript programming language provides the pages interactivity.

#### PHASERJS

Is a 2D game engine that is written in JavaScript Framework for game development on desktop and mobile platforms. Unlike Flash this framework works without a plugin and can render on any browser that is HTML5 compliant.

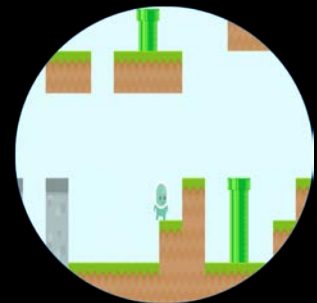
#### METEORJS

Meteor, or MeteorJS, is a free and open-source JavaScript web framework written using Node.js (Server). Meteor allows for rapid prototyping and produces cross-platform (Android, iOS, Web) code. It integrates with MongoDB (Database) and uses the Distributed Data Protocol and a publish–subscribe pattern to automatically propagate data changes to clients without requiring the developer to write any synchronization code. On the client, Meteor depends on jQuery and can be used with any JavaScript UI widget library.

#### GOAL & OUTCOME

Leveraging both frameworks mimics the software development life cycle environment for our students. The learn how to use an IDE a code editor, development tools in the browser and command line. They learn how to test and debug an application and finally deploy their application either on a desktop or mobile device. All the tools that used for development are open source and becomes part of the student's tool set for further independent study.

MAKE GAMES  
WITH  
JAVASCRIPT



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