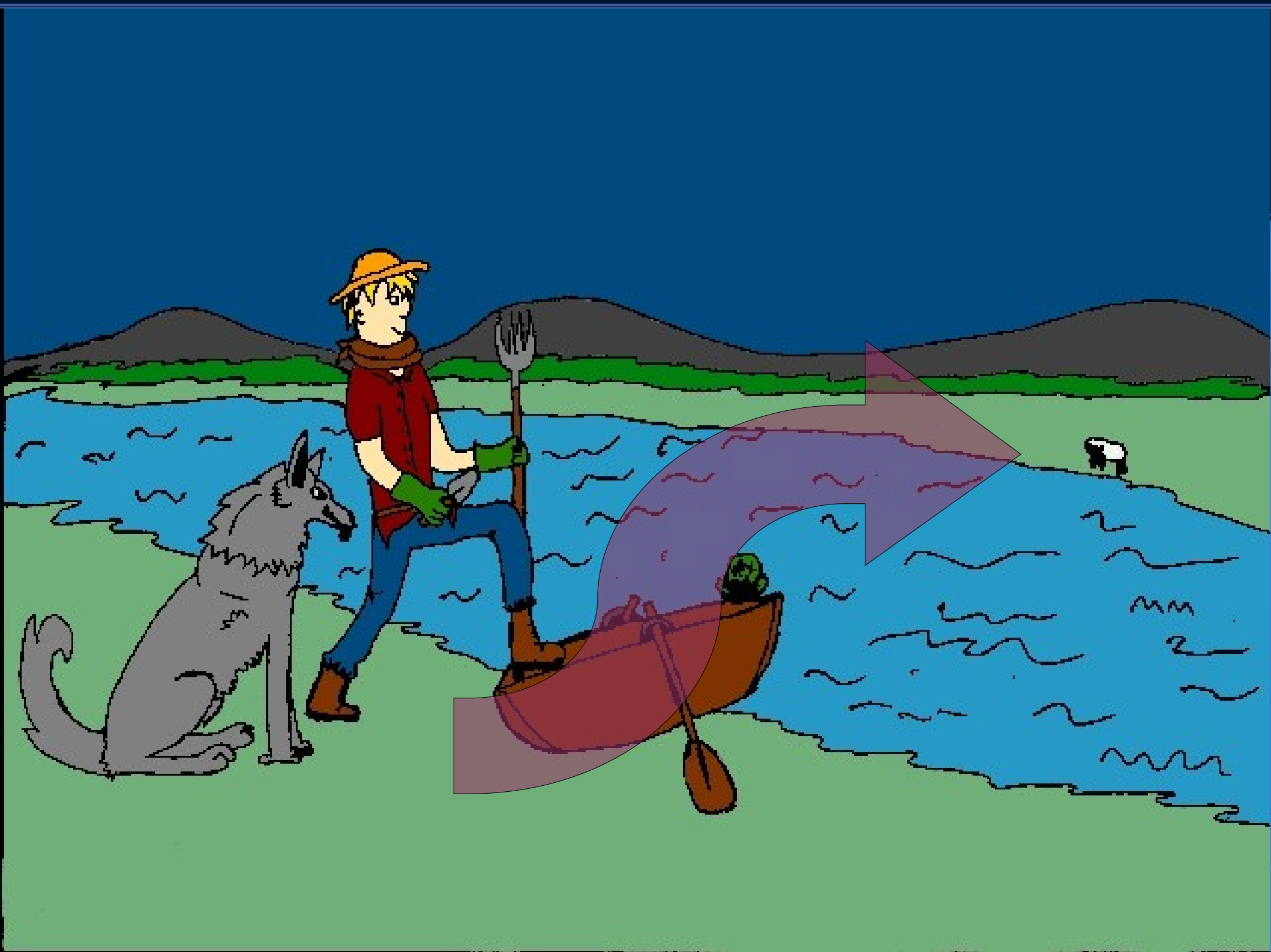


River Crossing

Group 12



More than a game



Fundamentals

- Virtual simulation of the “River Crossing” problem
- Logic solving puzzle for young adults
- Graphically pleasing
- Original implementation



Game.



Think.

Education + Gaming



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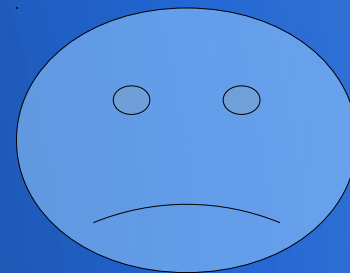
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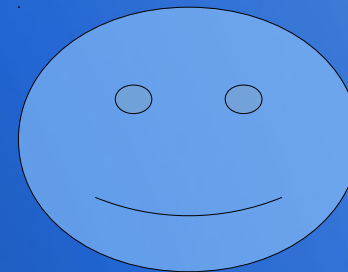




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(Market) Research

- Dates back to ~9th century
- Entered folklore of different ethnic groups
- Porting: iOS (iPod, iPad), Android, Linux, Mac, FreeBSD
 - Multiple platforms & devices
- Availability of Python on the above

Features Implemented

Feature	Benefit
4 button game	Easy to play
Range of colour, graphical transparency	“Eye-candy”
Sounds for individual objects	Interaction
In-game fonts	Feedback

Future Releases

- Key mapping
- Timer and move counter
- Winning and losing
- Multiple languages
- Multiple resolutions
- Multiple platforms

Philosophy

Educational Engine

Open elements = customisation

Classroom-friendly

Elegant code base

<250 LOC

Reflection

Change

Modify

Learn via the source code

Insight into problem solving

Inspire future careers of young adults

Questions?

Shoot

Credits

- *Ashley Workman*
- *Sam Weed*
- *Michael Marron*
- *Charles Mills*
- *Oliver Cumming*
- *Daniel Jake Davies*

Sources

<http://the-space-station.com/2011/7/8/python-on-iphon>

<http://edugamesresearch.com/blog/>