Debugging Go4Code markdown & Testing scripts on RPi

General comments

Make it clear that if you want to override a file the files must be written exactly the same
filenames should not have spaces
Code blocks sometimes cut off end of code -- see snake line205

Project Draw a picture

Markdown

Corrections to be made

~~line91 row does not show as italics~~

~~line171 when the user holds the button to blink (make more explicit)~~

Suggestions

~~Remind students that python starts/counts from 0~~

~~Split paragraph (line109-line114) up, it can be simplified - maybe give an piece of code~~

~~line145/146 rewrite~~

RPi testing

no bugs detected

Project Magic eight ball

Markdown

Corrections to be made

~~When references are made to pressing the joystick on trinket~~

~~explicitly say the user must press enter on keyboard~~

line39-41 should be put either on the homepage on the introduction lecture (NOTE this is found on all the project pages) **Lukas: Why? The skeleton codes are specific for each project.** *referring to comments on trinket account*

~~Rewrite line46-47~~

~~line189 rewrite~~

Suggestions

~~line19 change so to therefore~~

~~Rewrite lines 24-26~~

~~line151-153 possibly explain in more detail, could add an example for clarity~~

RPi testing

~~script doesn't repeat question "ask ball a question after first shake"~~ **Should be fine**

Project Paint

Markdown

Corrections to be made

~~line89 random #~~

~~Change color to colour~~

~~line167-176 consider rewriting, various grammar mistakes~~

Suggestions

~~line94: change to "In this section we will define some variables which we will use later on"~~

Change variables to cursor_x and cursor_y: easier to read **I try to avoid the underscore as it slows down the typing-speed for the kids**

RPi testing

no bugs found

Project MarbleMaze

Markdown

Corrections to be made

Trinket simulator hard to control motion sensor- get supervisor to demonstrate on their raspberry pi (supervisor should be prepared to do this for all project)

~~line114 make things happen .... change to something more specific~~

~~More information is needed on the functions, for example, what arguments can they take, how to use them, i.e. does drawWall() place wall in same place everytime?~~ **Added some more explanations. Although in those sections we only ask the kids to copy code** *resolved*

Sections are not in order - this will cause confusion **This is unavoidable. The document explains that we'll jump from section to section, but it is important that the supervisors**
are aware of this as well. Maybe Ishan should go through this in the introductory lecture as well. *resolved*

Suggestions

~~Reference yaw and pitch again in Sec 2.1~~

In general the project is quite difficult to follow - Sec 2.2 was a bit confusing

RPi testing

overall game a bit buggy, ball doesn't always move

pixels flicker

Project Snake

Markdown

Corrections to be made

~~Slow down speed of game for first trinket example - quite hard to control for first go on trinket~~

~~Colour - need to define RGB e.g 0- 255~~ **This is done in the introductory lecture**
resolved- may be worth repeating

~~Code block line205 cuts off end sentence~~

~~Trinket code has full solution (only supposed to be skeleton)~~ **Are you sure? Can you check again?**
resolved

Suggestions

~~in general harder to follow due to difficulty of script~~

~~Encourage students to test code out after each section - not always clear~~

RPi testing

Doesn't work - snake lib is not in skeleton folder on RPi config (checked on github)

Project Countdown Clock

Markdown

Corrections to be made

~~line104: missing 'should'~~

Suggestions

RPi testing

in general works - however numbers flicker