**Talk Slides**

**Welcome**

Are there any ratstafarians in the house?

**Obligatory Puns**

Thought we would kick off with a few obligatory, or as I like to think, very well placed puns.   
  
Because we are all young, hip trendy coders we are all aware of Fat Boy Slim’s classic, Right Here, Right Now. But what you probably haven’t yet heard is the Rat Here, Rat Now remix by his rodent cousin, Rat Boy Slim. It’s the biggest banger to come out of the Ratropolis since Rodunta Lee’s Rattin around the Xmas Tree which topped charts in December. (just realised I should have done Rat City rather than Rack City).

To wake us all up we are going to all sing along to the remix. *(Play Song).*

(*Play Song),* we are really nearly ready to start bringing the ruckus to the Ratropolis, so for those looking forward to some splatting hold tight…

**Attention**

Well, I am glad you asked…let me run through a couple of my reasons for the game.

**Reasons for Killing Rats**

* They steal our cars and take our women, and even arguably our identity (with the humanisation of the rat as portrayed by the flawless black tie Sam Fell directed 2006 animated hit, Flushed Away

(next slide)

* The Plague
  + Bubonic Plague hit Europe after rats transported it from Asia. Ole J. Benedictow, a medical historian and expert on the Black Death, calculated that the Black Death killed 50 million people in the 14th century, or 60% of Europe’s entire population.
  + We must have our revenge.

(next slide)

* The Plague
  + Bubonic Plague hit Europe after rats transported it from Asia. Ole J. Benedictow, a medical historian and expert on the Black Death, calculated that the Black Death killed 50 million people in the 14th century, or 60% of Europe’s entire population.
* Their quest for World Domination
  + Pinky and the Brain
* Evidence of their quest for World Domination is the fact that a flurry of articles pertaining to what experts have dubbed “The Renaissance of the Rat”.
  + The struggle to quell these furry, fiery fellows is real, very real, and we must fight back.

These are the main reasons for my motivation to splat the rat – not only is their a market for the game, but there also needs to be in context in which everyday human beings can easily feel like they are participating in this battle.

**Preparation**

* I spent a lot of time Pseudo Coding and plotting out my attack.
* It is quite a simple game so in order to counteract that I thought I would try and focus more time on making it appear exciting and engaging. This I hoped would be my niche and make it memorable.
* I made a trello board in order to help me keep know exactly what I had done.
* I set myself mini goals to do every hour or so.
  + This was good for a number of reasons
    - It broke it down into little chunks so nothing ever fault daunting.
    - The idea of sitting down to write the whole thing would have been very intimidating.
      * Rather like an essay
        + You have what you want to say as an argument (high level)
        + Then divide it into paragraphs/ points
        + And then add little bits of analysis and evidence to those points.

Breaking it all down was essential

* + Moreover, it was nice to get a consistent flow of “mini wins” throughout the day.

**Technical Demonstration**

**(*Play game)***

***-*** *like the code where it defines how long it takes for a rat to pop up…this is cool because it is between half a second and just over a second. What is fun about this is that some can appear at the same time – it makes it very addictive!*

**Wins and Tribulations**

Rather tribulations then wins – always best to end on a high.

* **Tribulations** for me were the fact that my Jake Weary skills do not compliment the demands of my mind.
  + Rather long winded way of saying, I wasn’t able to execute many of the ideas that I had because of my lack of game logic.
    - Very much a case of trying to run before you can walk.
      * The lesson that I learnt from this is that it is best to be realistic and then add them later if possible – and very much see it as a bonus otherwise it can be bad for morale.
  + Also, for some reason I couldn’t get Mabel’s mallet to appear – but this has stumped some of the greatest minds in this room. So that was reassuring – important to remember that coding IS HARD!
* The first **Win** for me was executing Sound Manager pretty much by myself. This was a particular win for me on the grounds that when we were learning in class I was feeling a little dizzy so I was meditating with the girls from the tech jewellery company.
* The second **win**, just getting everything into different sections of the CSS was HUGE. I know that might seem like easy pickings but it is all-relative! I had never really done CSS properly having had a bit of Chernobyl with the Instagram Homework.
* And the third and final **win** has to be learning how to make your own Gifs – no more bored rainy days for me!

**Any Questions???**