Addison Boyer, James Stauder

Project Update 11/16

This week we discussed the direction for the rest of the semester and setup a plan. We were interested in how to go about our focus. Should we focus more on curriculum implementation or game implementation and the curriculum to come later. We decided that we will be focused on getting our games implemented and then create a way for people to easily create lessons based on a game. That way, we do not necessarily focus on curriculum development currently.

Due to this direction, we decided to fully integrate our games together and start developing a templating tool to allow users to create lessons. Jimmy’s game really needed phaser so Jimmy spent a lot of his time researching and coding ways to integrate the phaser game into our web template. This sort of succeeded but some bugs were not solved and were pushed back on the priority list.

Addison spent his time integrating his game to the web template and adding to the game. There were neat features he was able to add such as bonuses and power ups. Addison also spent some time trying to figure out how to highlight reserved words in the python console. This wasn’t successful for now, but he feels close enough that this can be done in the future but it is low on the priority list.