

# Welcome to Day 1 of the Clemson Game Coding Camp!

Every day we will have a GitHub repository page that outlines each day and the activities that we will complete. We will also provide any homework on these pages. Feel free to browse the other days to see what is coming up! We are so excited for this camp and look forward to teaching game development in a workshop style camp (We have mini lessons every day and activities throughout our time together). As always, let us know if you need any help or have any questions.

## Day 1: Introduction to Games

### Schedule:

- Start the Zoom recording
- Introduction to Clemson Game Coding Camp
- Everyone needs to introduce each other
- Go over video and recording
- Can turn video on or off. Video and audio on or off. Etc
- Student introductions (Name, location, and a hobby)
- Have everyone do screen sharing
- Go over agenda for the camp
- Go over research study
- Logistics (IT)
  - When you are done with an activity, use the raise hand feature in Zoom.
  - Demonstrate raised hand in Zoom.
  - Demonstrate thumbs up in Zoom.
- Logistics of Think-Team-Share
  - Assignments of who has to share and what you should say.
  - Assign a letter of the alphabet to each team (A, B, C, D).
  - Every time you ask a team to share, go with the next letter of the alphabet.
  - Same team every day.

- Icebreaker
  - Teach us the latest cool phrase that you know from the last year.
- Teach screensharing and have every student share their screen.
- What is a game? (5 mins)
- Definition: Type of play activity with rules and conflict.
- Instructors show and play tic-tac-toe:
- Ask 2nd instructor to play tic-tac-toe with you.
- Open up the web site to [Tic-Tac-Toe](#):
  - Turn off game sound.
  - Show startup screen. Make a few comments about it here.
  - Explain rules.
  - Goal: how to win by getting three in a row, column, or diagonal.
  - Two players: X goes first.
    - Click on Two-Player
    - Explain the layout of the board.
    - 3x3 grid.
    - Play
      - Andy: I'm X and going into the top left corner.
      - Paige: I'm O and going into the center.
      - Paige just blocked Andy from a diagonal. Conflict.
      - Now Andy is angry.
      - Andy: goes in the bottom left corner.
      - Paige goes in middle left. To block.
      - Andy goes in middle right to block Paige.
      - Paige goes in top right.
      - Andy goes in bottom right.
      - Paige goes in center bottom to block Andy
      - Andy goes in center top to block Paige.
      - It's a draw.
      - It's not just about winning and losing. Explain how what a draw is.
- **Activity: Go to [Tic-Tac-Toe](#), choose 1 player game, and play tic-tac-toe against the computer. (3 min)**
  - Play best of out of 3 games.

- When done, tell us whether you won, lost, or draw.
- Examples of games (5 min to explain)
  - [Tic Tac Toe](#)
  - [Minesweeper](#)
  - [Space Invaders](#) 0:30-1:00
  - [Pacman](#)
  - [Donkey Kong](#) NEED URL
  - [Super Onion Boy](#)
  - [Matchimals](#)
  - [World of Warcraft](#) 11:41-12:10
  - [Halo](#) 8:10-8:40
- **Activity: Play two of these games above. (5 min)**
  - Play [Pacman](#)
  - Your choice of one other game: [Minesweeper](#), [Super Onion Boy](#) or [Matchimals](#)
- Kinds of games (18 min)
  - Solitaire: [Minesweeper](#)
  - Head to head: [Tic Tac Toe](#), [Matchimals](#)
  - Player vs. System: [World of Warcraft](#)
  - One against Many: [Clue](#)
  - Free for all: [Monopoly](#)
  - Team competition: [Dodgeball](#)
- **Activity: Classify two games together and think-team-share**
  - What kind of game is [Space Invaders](#)? (Show Space Invaders on shared screen) (5 min)
  - What kind of game is [Halo](#)? (Show Halo on YouTube)
  - Write down your answers and keep it to yourself (1 min)
  - Put students in breakout rooms in teams. Tell them to introduce themselves to one another by name and city where you live. Person with the name that earlier in the alphabet goes first. Says what they think the answer is. Second person goes. Discuss if you disagree. Come to agreement on what you believe the right answer is.
  - Come back out of the breakout room when you're done (show them how to get out of a breakout room). After 5 min, if you're not out, we will bring you back automatically.
  - We will pick on one team to share their answers. Team names designated and picked in alphabetical order.

- **Activity: List computer games you have played. We'll classify it together. Think-Team-Share (9 min)**
  - Write down a list of four games that you have played. And then we will send them to breakout rooms.
  - Explain each game's synopsis. One partner goes through their list at a time, alternating back and forth after each individual game.
  - Partner classifies the games. If you disagree, what else could you add to your description of the game to have gotten your partner to understand the game type?
  - Come back from breakouts when finished (or called back at specific given time). Each partner takes the first game from their partner's list and shares the name, a summary of the game, and classifies it. We go in order of the teams name alphabet.

BREAK

- Game Elements
  - Goals: (show screenshots of each) (3 min)
    - Capture/destroy: [Chess](#)
    - Territorial control: [Risk](#)
    - Collect: [Pacman](#)
    - Solve: [Clue](#)
    - Chase/race/escape: [Pacman](#), [Mario Kart](#)
    - Spatial alignment: [Tetris](#)
    - Build: [Minecraft](#)
  - Rules: [Pacman](#) (10 mins)
    - Gameplay
    - Length of play
    - Scoring
    - Turn-taking
- **Activity: (solo) Write a paragraph on your favorite game's rules. Pick one rule to change and tell us how the gameplay will change. (10 min)**
  - Think-Share
  - Scaffold:
    - Name of the game.
    - 1 sentence summary of game.
    - Goal of the game.
    - Kind of game.
    - List 3 most important rules of the game.
    - Choose 1 rule to change. Change it and describe the impact to gameplay.

- Players
- Intention/Motivation
- Relationship to other players
- Player/enemy
- [Super Mario Bros.](#) (show them a screenshot from the game with each of these characters in action)
  - Mario: Plumber
  - Luigi: Mario's brother, his sidekick, also a plumber
  - Goomba (Mushrooms): They walk around and kill mario if he touches them. He can jump on them to kill them.
  - Koopa Troopas: Birds turned into turtles. They want to kill Mario.
  - Princess Toadstool: Ruler of the mushroom kingdom, Your goal is to rescue her
  - Toad: Protects Princess Toadstool
  - Bowser (King Koopa). A dragon who kidnapped Princess Toadstool and is guarding her. Defeat him to win the game.
- Player Interaction
- Player/player
- Player/computer
- Art / [Music](#)
- Super Mario vs. Super Mario 64
- Show difference in art.
- Get clipart for each character for both games and show them side by side.
- Story
- Essential Conflict
- **Activity: Pick an existing game, play it and narrate the story.**
  - We pick a game and narrate it to the class.
  - Show off elements of the game that support the story. E.g. Luigi's handlebar mustache.
  - Think-Team-Share: Pick a character in the same game and explain to us one part of the character's graphical costume.

- Homework
  - Pick any computer game you like and play it for 30 minutes.
  - Be prepared to talk about the game elements and demo the game via screen sharing on Day 2. Explain why you like the game.
    - Goal
    - Story
    - One rule
    - Players
    - Player interactions