**Welcome to Day #2 of CGCC!**

Every day we will have a GitHub repository page that outlines each day and the activities that we will complete. We will also provide all homework on these pages.

Feel free to browse the other days to see what is coming up!

As always, let us know if you need any help or have any questions.

*Link to Camp GitHub*: <https://github.com/paigerodeghero/ClemsonGameCodingCamp/tree/master/2021>

**RESOURCES**:

* A handout with instructions
* More to come

**Day 2: Introduction to godot**

**SCHEDULE:**

* Homework review
* Meeting your team
* Creating a game: Story
* How to make FlappyBird more interesting?

**ACTIVITY**: Homework Review (20 minutes)

Homework Review:

* Each student presents their findings from the game they choose to play
* Discuss the following game elements from the game
  + Goal
  + Story
  + Rules
  + Players
  + Player interactions

**ACTIVITY**: Meeting your team (30 min)

* Students are introduced to their virtual workspace
* Activity: Meeting your team.
  + Introductory Interview with Project Partner
    - Name
    - Which grade are you in?
    - What is your background with computers? What skills do you have?
    - What do you find most interesting about computers and how does this impact your college plans?
    - How do you manage your time when you get busy with a lot of tasks?
    - Have you worked on a team project before? If yes,
    - How often did your team meet together?
    - Did your team have a leader? What did that leader do?
    - What was your role on the team?
    - How well did you get along with your teammates related to work, or related to non-work?
    - Who are the other members of your family? Do you live with them?
    - What are your hobbies/interests/passions that are not related to this class?
    - Do you have any unique skills/tricks that you can show me now?
    - Who is your favorite teacher in high school? What do they teach? Why are they your favorite?
    - What was the last non-software-related book you read and describe what it was about in 2 sentences.
    - What is the best movie you saw in 2020, and why was it your favorite?
    - Do you have a personal hero in your life? Who is it and why are they your hero?
    - How do you like to work together?
      * Text Chat / Audio / Video
    - What is your phone number? For backup purposes in case technology doesn't work.
    - When can you work on the project outside of class?
    - Negotiate mutually exclusive times to edit code
    - Negotiate who will edit the code if you are working together online. Only one person should touch the program while working together
    - What kind of programming experiences have you had in the last 3 years?
    - Tell me about a trip you took that was far away from where you live?

**INSTRUCTION:** Creating a game: Story (10 min)

Who is Faby?

* Discuss the story of flappy bird
* What is the goal?
  + To go through as many obstacles as possible
* How can we make the game more interesting?
  + Add enemies in the game

**ACTIVITY:** How to make FlappyBird more interesting? (5 min)

* Students share their ideas to make FlappyBird more interesting

15 min break

Create FlappyBird in godot [1 hour activity][see one – do one – show one]

* Create FlappyBird project in godot.
  + Open godot.
  + Create an empty project.
  + Create a new scene.
* Configure and save the game.
  + Make changes to window setting to suit mobile games.
    - Set orientation to portrait.
    - Set stretch mode to 2D.
    - Set aspect to keep.
  + Make following changes to quality settings.
    - Enable ‘use pixel snap’.
    - Enable ‘emulate touch for mouse’.
  + Make sure the game is saved prediodically.
* Create FlappyBird sprite.
  + Drag and drop the assets into godot.
  + Make any necessary changes in import tab.

15 min break

* Make FlappyBird move [30 min activity] [see one – do one – show one]
  + Write a script to make FlappyBird move with input.
  + Break in down into at least 2 chunks.