Day 2:

HW Review:

* Students present their findings.

Resources:

* A handout with instructions.

Create groups and add channels for each group.

* Group A
* Group B
* Group C
* ….
* Introduce yourself to your team.
* Get familiar with team channels.

Who is Faby? [10 min activity] [group activity]

* 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.
* Discuss the story with the class.

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.