**Welcome to Day #3 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>

**Day 3: \*\*descriptive title here\*\***

**SCHEDULE:**

* Instructors start the video call
* Going over homework from day 2
* Short review of players and player interactions
* Introduction to Scenes
* Students begin to make their own scenes for Flappy Bird
* Break
* Questions
* Introduce group game
* Play Among us with instructors
* Guest Speaker
* Questions
* Introduction to pixel art
* Students break into groups and begin designing characters
* Additional Questions
* Introduce Homework

**INSTRUCTION**: Going over last night's homework assignment expectations (approximately 5 minutes)

Have each student group go over their homework with the group (2-3 minutes each)

**INSTRUCTION**: Instructors review players and player interactions from Day 2 (approximately 10 min)

**ACTIVITY**: full camp activity (approximately 30 minutes)

Students demonstrate what they have and ask any questions about player interactions

**INSTRUCTION**: Scenes – Walls and Textures (20 min)

* Have students download a tileset from Kenny.nl
* Have a set scene you want them to build – basic square with walls and doors
* Show character moving through walls – ask students what they think needs to happen now
* Show them how to add collisions
* Show the character now working within the bounds of the walls created
* Introduce interactions with other objects briefly

**ACTIVITY**: solo and think-team-share (approximately 30 minutes)

Students work on creating their own scene

15 MINUTE BREAK

**INSTRUCTION**: Instructors introduce the game “Among Us” (approx. 10 min)

**ACTIVITY**: full camp activity (approximately 30 minutes)

Break into groups of no more than 10 with random number assigner

Play “Among Us”.

**INSTRUCTION**: Guest Speaker? (30-45 min)

**INSTRUCTION**: Introducing Making your own pixel art with (30-45 min)

* <https://www.piskelapp.com/>
* Hilight features of the app
* Go over basic drawing concepts
* Exporting images
* Animations

**ACTIVITY:** Think-Team-Share Brainstorming characters for game (approximately 25 minutes)

Students break into their groups to begin brain storming character ideas for their final game

**INSTRUCTION**: Ask if there are any final questions for the day before introducing homework

**HOMEWORK:** Continue Brainstorming characters

* Continue to think about your characters and any other NPCs or objects that you would want in your final game
* Be prepared to talk about your Flappy Bird and final game on day 4
  + (1) Be ready to demo the game via screen sharing
  + (2) Explain what your game will be about
  + (3) Write out the game elements
    - Goal
    - Story
    - Rules
    - Players
    - Player interactions