**Welcome to Day #4 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 4: User Interface Design**

**SCHEDULE:**

* Instructors start video call and recording
* Reviewing work from Day 3
* Introduction to User Interfaces
* Think-Team-Share activity to prototype User Interface components
* Break
* Questions
* Walk through of creating a user interface for Flappy Bird
* Codenames with Instructors
* Advanced User Interface Components
* User Interface Idea Generation
* Final Questions
* Introduce Homework

**INSTRUCTION**: Reviewing yesterday’s scene/character creation (approximately 5 minutes)

Have each student group review each other's scenes and characters (2-3 minutes each)

**INSTRUCTION**: Instructors review scenes within games from Day 3 (approximately 10 minutes)

**INSTRUCTION**: What is a user interface? (approximately 20 minutes)

High level definition of a user interface: portion of the game that users interact with and keeps track of important stats

Why a user interface is important: <https://www.toptal.com/designers/gui/game-ui#:~:text=A%20video%20game%20user%20interface,Diegetic%2C%20Meta%2C%20and%20Spatial>.

Go over basic components of a user interface:

* + Start button
  + Life counter
  + Score
  + Many more!

**ACTIVITY**: Think-Team-Share (approximately 30 minutes)

Students work on prototyping their UI components.

15 MINUTE BREAK

**INSTRUCTION**: How to create a user interface for Flappy Bird (approximately 45 minutes)

Walk through how to create the user interface for Flappy Bird.

* Start Screen
  + Start Button
  + Title
* Score Counter
* Life Counter

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

Play Codenames with instructors

**INSTRUCTION**: Introduce advanced components of User Interfaces (approximately 20 minutes)

* Settings
* Progress Bar
* In-game tips

**ACTIVITY**: Team-Share (approximately 20 minutes)

Students generate ideas for their User Interface and prototype

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

**HOMEWORK**:

* Pick an existing computer game and play it for 10-15 minutes
* Write down any user interface components you find