**Welcome to Day #6 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 6: Brainstorm & Work on Your Game**

**SCHEDULE:**

* Brainstorm with your group to come up with a game that you want to build
* Do a short activity describing your game in a tweet
* Get together in groups and work to complete your game

**INSTRUCTION**: Brainstorming (< 1 hour)

Go through each item and develop a simple game with your team. Write out your descriptions of each item below in your team’s Google Doc with your partners.

1. Choose your characters
2. Define your narrative
3. Decide what type of game you want to make
4. Define the goal of the game
5. Define the game’s rules

Start small with room to grow, it’s always easier to add than it is to subtract!

**Choose your characters** – there’s plenty of options here, and don’t let something sounding ridiculous block you. Nintendo is a super popular franchise and almost none of their characters make sense. Here’s some examples and common tropes to guide you: 😀

* The Fighter 🤛 – A hero who fights the enemy with their fists, feet, or a weapon(s).
  + Street fighter, Karateka, Mortal Kombat,
* The Big Bad 🦹‍♀️ – A dastardly villain who appears to be stronger than the hero, but has a hidden weakness
  + Gannon, Donkey Kong, Hades,
* The Sage 🧙‍♂️ – A mystic, an odd character allied with the hero who provides helpful hints at crucial times during the game.
  + Legend of Zelda, Skyrim, Metal Gear Solid,

**Define your narrative** – give objectives to your characters, and something that will block them from reaching their objective. In Donkey Kong, the player must jump over rolling barrels.

* Overcoming the monster 👻 – the hero must fight and slay the monster that threatens their community.
  + Beowulf, Dracula, King Kong, Mario Bros. Space Invaders, Asteroids, Galaga.
* Rags to Riches 💰 – An insignificant person is dismissed by others. Something happens to elevate them, revealing that person to be exceptional
  + Ugly Duckling, Aladdin, Superman
* The Quest 👑 – The hero must set out on a long hazardous journey to battle obstacles until they are triumphant.
  + Lord of the Rings, Harry Potter, Wizard of Oz
* Rebirth 🎂 - the hero falls under a dark spell before breaking free and being redeemed
  + Sleeping Beauty, Beauty and the Beast
* The Never-Ending Story 🔁 – A repetitive story with infinite challenges that get more and more difficult to beat
  + Donkey Kong, Q\*bert, Tetris, Pacman

**Decide what type of game you want to make** – Your story could lend itself to multiple different types of games. Super Mario could have been a role-playing game, an action game, or an adventure game instead of a platform. There’s so much room for creativity!

This needs a list of game type ideas and support for it

**Define the goal of the game** – Save the princess!

**Define the game’s rules** – Define how the character can move through the game world, the actions they take, and their effects. Time to give your game life!

Here’s a short list of items to help with your ideas:

* Navigation 🧭
  + Walking, Running, Swimming, Flying?
  + Constraints to only walk up/down, left/right
* Information ❓
  + Reading a scroll
  + Listening to a character
* Inventory 👜
  + Picking up an item
  + Choosing to use an item
  + Dropping an item
  + Losing an item
* Obstacles 🧱
  + Jumping
  + Running through
  + Punching at
* Fighting 👊
  + Punching at
  + Jumping on top of
  + Kicking
  + Running through
* Dying 💩
  + Getting run over
  + Getting hit
  + Jumping into a pit
  + Running into yourself
* Winning 🙌
  + Eating all the food
  + Defeating all the enemies
  + Solving all the puzzles

Keep in mind that there are only three days in the camp, while being creative make sure that you scope your game so that you can deliver on your pitch. If you have other features that you can’t quite get complete in time, you can always continue to work on your game once the camp has completed!

Throughout the brainstorming process, make sure that you are taking into consideration other people’s ideas. Part of the puzzle right now is trying to fit the pieces together. We want to make sure that everyone is excited about the game that you’re delivering.

Write down these requirements in your Google Doc, this will serve as your functional specification, a document which will outline all the items you will want in your finished product.

**ACTIVITY**: Tweets! 🐦 (5 minutes)

* Come up with a tweet (135 words) that describes your game and present it to the group.
* This is to narrow down your scope and make sure everyone has a clear vision of what the end goal is.

**INSTRUCTION**: Start working on your game (Remainder)

We really want to avoid any chances of an overstepping panic happening.  Is there any chance that we can somehow show them a way to break up their tasks? For instance, in a way so that they’re easily digestible, and it doesn’t seem like they have a mountain of todos.

Maybe this is just a matter of letting them know that they will most likely go through this in the beginning?

Get back into your groups and start working on making your game a reality. Remember to do regular scrum meetings, and frequently push your work to GitHub.

What do we already know how to do?

What are we excited about learning or tinkering with?

Are there any common issues that are arising that the instructors should address to the cohorts by tomorrow? The main goal is to be able to ask about a problem, table it, and allow someone else to investigate it.

**How to Scrum**

1. Have a three-minute meeting with your team
2. Commit your code to your repository
3. You should ask your teammates three questions
   1. What did you do?
   2. Where are you stuck?
   3. What are you going to do next?
   4. What can we table to get eventual help with?