Visual Programming
Mini Project 1

This project is a source-to-source transformation project, in which a Scratch program is transformed into a C# (Unity) program.

Prerequisites

1. Python 3.

2. Unity(EditorVersion: 2019.2.5f1).

3. Scratch 3.

How To Run

1. Create new Unity project.

2. Import the Unity package "Team_" in the project.

3. Create a Scratch program and save its JSON file.

4. Enter the path to this JSON file in the place provided in the Unity project and press the "parse file" button. (Note: The provided Python code "Parser.py" must be in the same directory as the JSON file).

5. In step 4 the input can also be a path to a text file, this text file should co-responds to a Scratch program according to our grammar.

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