# **Coder’s Creed: Unity**

**Logline:**

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**Overview:** Ava must save the town from the various antics of a Troll.

**Technology:** Operating System, input, etc.

Windows 7, 8, 8.1, 10

Mouse and Keyboard

**Mechanics:** How user plays the game (interactions)

* Menu: player chooses what language to play in
  + Pseudocode
  + Java
  + Python
  + C++ (for the try-hards)
  + etc.
* Player explores various areas (clicking? Arrows and/or WASD?), and must solve puzzles through writing pseudocode.

**Characters:**

* Ava Lovelace (The HardCoder)
  + The main character
* Gracie Hopper (The Debugger)
  + Ava’s friend who helps her fix grading system at the school
* Alec Turing (The Compiler)
  + Ava’s friend who helps her get over the fence
* Le Troll
  + Evil Mastermind, master of trolling; also known as a huge jerk

**Walkthrough**: (How player clears each level & the game)

School Level

* Time limit
* Player is given a prompt
* Friend starts code for them
  + Player needs to finish code before report cards come out
    - Friend’s code is different each time
      * EX: Friend’s code has some errors, you must find them and fix them
  + SCENARIO: Troll wiped out the computer letter grading system and the computer does not know what grades to hand out. It would take too long to assign each student a letter grade by hand, so you must write a series of if-else statements telling the computer to assign proper letter grades to student’s numeric grades.

**Designer’s Goals:** What designer’s goal is

* Portray coding as fun, powerful, and inclusive
* Create a good educational game fully utilizing the unique medium videogames offer

**Player’s Goals:** What player should get out of the game

* Learn basic programming concepts through problem solving with pseudocode