Programming Paradigm

Beta Team-3

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Building a Story and Game Using Scratch 3

Scratch 3 is a beginner-friendly platform for creating interactive stories and games using block-based coding. It allows users to design characters, set up backgrounds, and add animations with simple drag-and-drop commands. In our project, we had developed three different Scratch programs: a **Maze Game, an Apple Catching Game, and a Fun Oreo Story**.

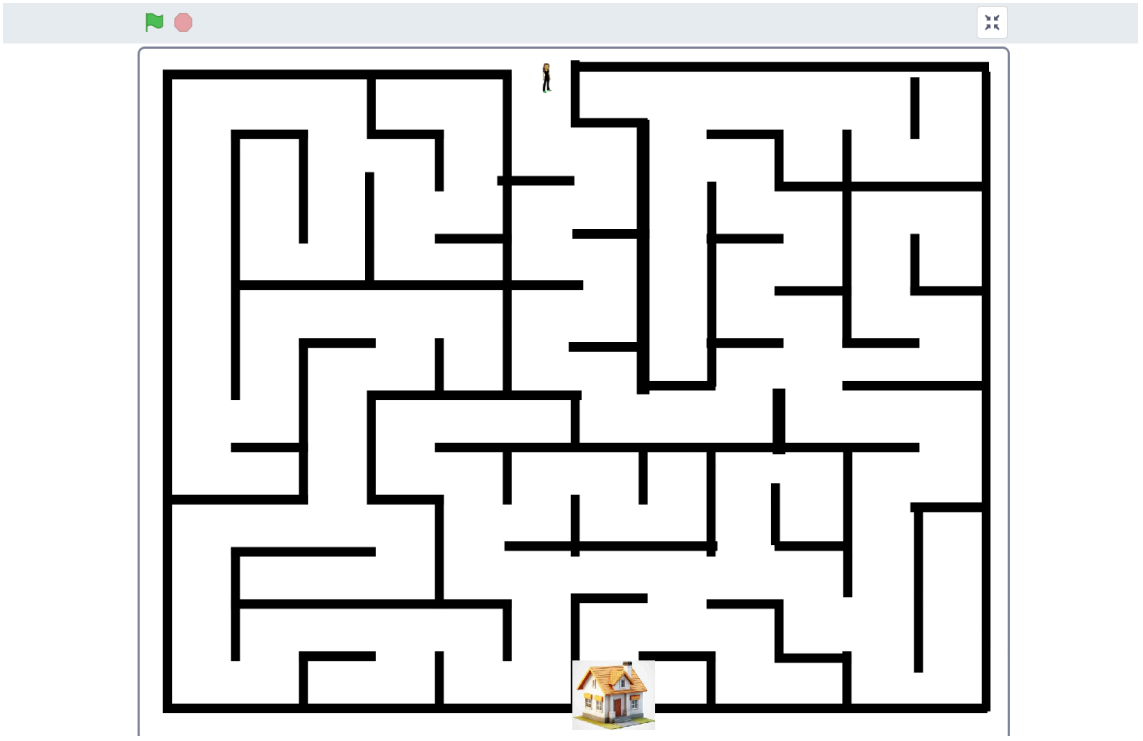
The **Maze Game** challenges players to navigate through a maze while avoiding obstacles. Using arrow keys, the player moves a sprite to reach the goal. The game includes boundaries and logic to detect collisions.

The **Apple Catching Game** is a fun challenge where a basket moves left and right to catch falling apples. I used loops and conditional statements to increase difficulty as the game progresses.

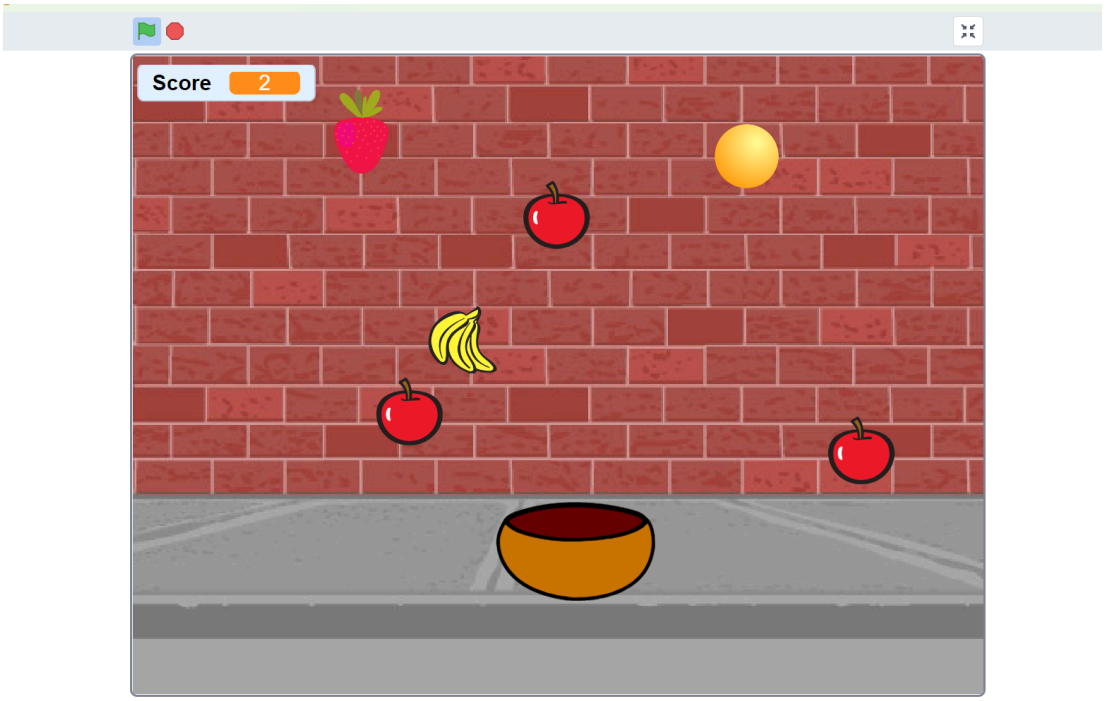
The **Fun Oreo Story** is an interactive storytelling project where characters engage in a playful Oreo adventure. It uses dialogues, sound effects, and animations to make the story engaging.

These projects helped me understand event handling, loops, conditionals, and sprite interactions, making Scratch 3 a great tool for creative learning!

Maze Game



Apple Catching Game



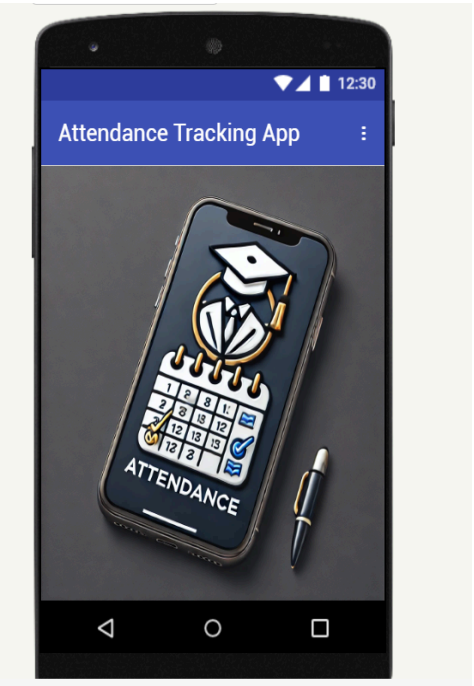
Fun Oreo Story

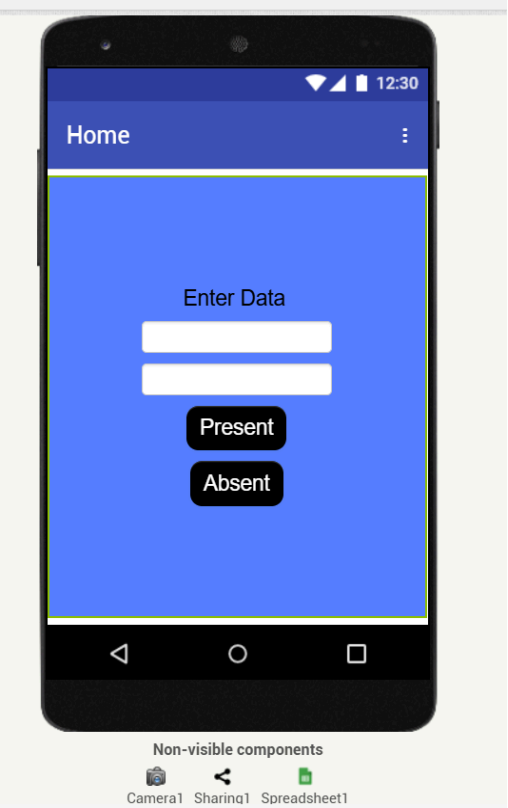
Building an Attendance App Using MIT App Inventor

MIT App Inventor is a user-friendly platform for developing mobile applications using block-based coding. I used this tool to create an **Attendance App** with a face camera feature to capture attendance along with the date and time. The app allows users to **click a picture** for verification and **stores the data** automatically. I utilized the **Camera and Clock components** to take photos and record timestamps. The app saves the attendance records in a **database** for future reference. The user interface includes a **"Take Attendance" button** that activates the camera. Once the image is captured, it is **displayed on the screen** with the date and time. This app helps maintain accurate attendance records without manual entry. The use of MIT App Inventor made the development process **simple and efficient**.

Logo

Screen 1





App Qrcode

Click the Link to download the app.