Explanation of Changes Made

After surveying various students, it became clear that this game was very good at teaching many basic computer science concepts. However, we also noticed that these students didn’t immediately connect the concepts they were learning to computer science skills. Additionally, students also initially struggled with playing the game. Many intuitively assumed that Buster would move on the screen when the arrow keys were pressed, and didn’t understand the idea of implementing a strategy to plan out the entire level at the beginning.

To fix these changes, we revamped many of our explanations and instructions inside the game to help address these concerns. We changed our Teacher Page to include an explanation of the programming concepts that the game teaches.

We changed the Instructions page to tell users how to play on the game board, as opposed to an overview of the moves. We decided that we could teach many of the moves as the game progressed, and we wanted to focus on eliminating player’s confusion about how to play the game.