Coding games

* **Challenge type: Introduction**
* **Duration: Entire day**
* **Deadline**: End of the day
* **Team challenge** : Sol

# Mission

The objective of this challenge is to make you understand the logic of a developer, and all this through games.

# What games ? What to do ?

### Blocky Games

For each exercise, you have to create a mini-program based on the blocks that are provided to you. You can test your “code” to see if it works correctly and take it to the next level. You will start with the easiest exercises and move on to the hardest ones. Try to go until the level 8 (9 & 10 are bonus)

* [The Maze](https://blockly.games/maze): Get the little guy to his point of arrival :)
* [Turtle](https://blockly.games/turtle): Create shapes, using loops
* [Movie](https://blockly.games/movie): Create and fill simple shapes to create a mini drawing
* [Music](https://blockly.games/music): Compose a mini-song
* [Silent teacher](https://silentteacher.toxicode.fr/hour_of_code.html?theme=basic_python) : try to understand the command line

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### Discussions / Comments

* Do you have any comments on the code yet?
* In your opinion, what is an event? A loop? When are grids and coordinates used? Introduction of the DRY principle

# Pedagogical objectives

* Understand the logic behind the code
* Be able to compose several small functions from pre-defined blocks
* Be able to understand and solve a simple problem