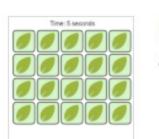
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Computer programming

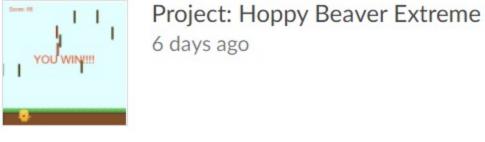
Unit: Advanced JS: Games & Visualizations

Lessons Intro to Games & Visualizations Scene management **Buttons** Making a side scroller: Hoppy

Projects in progress



Project: Memory++ a day ago



6 days ago

A quick tour of the many components of games and visualizations, demonstrated by some of our favorite

Intro to Games & Visualizations

programs.

Learn

Intro to Games and Visualizations

Learn how to change between multiple scenes in your program, even if they're animated or interactive.

Scene management

Learn

- What are scenes?
- Simple scene changes
- Challenge: Story teller
- Animated scenes Interactive scenes
- Button-controlled scene changes

Learn how to create clickable buttons for your programs that are easy to customize.

Buttons

Learn

What are buttons?

- A button function
- A Button object type Challenge: Rabbit Racer

Learn how to make a simple side scroller, where you press a key to get your beaver to collect enough sticks

Making a side scroller: Hoppy Beaver

for their den. You could easily extend this to make your favorite flappy game! Learn

Intro to Hoppy Beaver

- Beaver character
- Forest environment
- Challenge: Pong

Stick collisions

- Scoring and winning
- Project: Hoppy Beaver Extreme

Ever played the game where you flip over cards and try to find pairs? Learn how to program a digital version of it!

Making a memory game

Learn

Intro to "Memory"

- Memory game: Drawing a grid of tiles
- Memory game: Flipping tiles
- Memory game: Scoring and winning Challenge: Tic-Tac-Toe
- Project: Memory++

Transformations

Learn how to use translate(), rotate(), and scale() for easier manipulation of the shapes in your programs. Learn

Translation

- Challenge: Translation salvation
- Rotation
- Challenge: Rotation Scaling
- Challenge: Optical illusion
- Multiple transformations Challenge: Shining scaling sun

Learn

3D shapes

What are 3D shapes?

- Describing 3D shapes
- Drawing 3D shapes Rotating 3D shapes
- Generating 3D shapes

Learn how to build more complicated games and visualizations by using desktop editors and debugging tools.

Advanced development tools

Using ProcessingJS outside Khan Academy Using different code editors

About this unit

Learn

graphics, button menus, and scored games.

Once you've taken Intro to JS, go here to learn techniques to help you make multi-scene programs, 3d

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