

Aim: teach and inspire to learn basic programming;

What: interesting, user-friendly game

How: Unity + C#

General description: game, where movements of a player are controlled by dragging and dropping specific blocks, representing pieces of code, e.g. "go forward" function

Must:

- See the map split into cells(fields)
- Some cell inaccessible (obstacles)
- Compose code from drag and drop blocks
- Characters behaviour determined by the code blocks
- Press "Run" button to run code
- Combine "walk", "turn", "if", "while"
- Complete levels by reaching a point
- Decide on platform (simplest one)

Should:

- Add "if else" "do while"
- Have fancy graphics
- Be able to save game progress
- Display C code + some explanation
- Hint/model answer if stuck
- "Jump", "Attack" functions

- Could:
- Add "compile" feature
- Syntax for ifs (determine conditions)
- Support different languages: Java, C#...
- Several points to reach - rating of how well performed
- Several textures for the environment/player
- When the user steps on certain specific cells, some things would happen in the environment
- Won't:

- Shouldn't be too complex in terms of programming
- Shouldn't be based on one language