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 of code, e.g. "goforward" 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