8/30/16

1A video game is fun to me if it is challenging or if the graphics are good

1. Vi0deo game preferences vary between person to person depending on their likings and hobbies.

9/2/16- Friday

1. The hardest task in which I participated was a math question in my geometry class, what made the problem so difficult was that I didn’t comprehend it. A computer could have solved the problem but I wouldn’t have understood how to get the result.

9/6/16-Tuesday

1. If the problem is not mentioned in the algorithm the computer won’t be able to solve it. Solving a problem with different possible outcomes and having to choose the most efficient one might be difficult for a computer to solve.

9/7/16

A computer

9/8/16- Thursday

1. A coordinate plane is constructed of an x-axis and a y-axis with the center point being the origin or (0,0) a certain point can be determined by using an ordered pair. A coordinate plane can be used to graph a line.

9/9/16- Friday

1. The touch develop coordinate system is different from a regular coordinate system. The origin on the coordinate system in touch develop is in the top right corner and the middle of the screen I ½ the width and ½ the height of the board.

9/14/16 - Wednesday

1.a random number is generated by a computer within the range given to it.

2. random-made, done, happening, or chosen without method or conscious decision

3. in coding random can be referred to random colors, images, numbers, etc.

4. if stated in code or give a generated random outcome.

9/15/16

1. The dice were there to tell the player how many steps to advance in the game.
2. Monopoly

9/16/16

1. Action, sport, adventure, rpg, fps,3ps, games.
2. Df
3. A serious game or applied game is a game designed for a primary purpose other than pure entertainment.
4. Some serious game purposes are aimed for: education, defense, scientific exploration, healthcare, emergency management, politics, engineering or persuasion
5. Serious game examples:
   * + Simulators
     + Leap frog
     + military

pechakucha.org

the presentation was about custom motorcycles.

9/23/16

1. The placement of obstacles and targets appear to be random. The choice between an obstacle or target is also random.

9/26/16

1. Early dismissal

9/27/16

1. Object- any picture in a program
2. Function- makes an object do or make an action
3. Parameters-sets the limit for a function
4. Example:

-Object: robot  
-Function: move () & setx ()

-Parameters: move (20,100); & setx (20,100);

9/ 28/16

1. Car

8/29/16

**Substitute**

8/30/16

1. -Click mouse

-Press spacebar(keyboard)

-Press arrow keys(keyboard)

1. -Clicking the mouse can possibly make the sprite move to that certain point.

-Pressing spacebar can go to the next function.

-Pressing the arrow key makes the sprite move in that direction (Ex: “up” arrow key will make the sprite go up.)

For some reason, I can't see your warm ups. Maybe I'm looking in the wrong place? Let me know where they are so I can update your grade :)

3 week quiz grade = 0/8 = 0

Conditionals Tutorial 1- 0

Conditionals Tutorial 2- 0

Every Frame Tutorial – 100

<http://aka.ms/ConditionalsTutorial1>

<http://aka.ms/ConditionalsTutorial2>

<http://aka.ms/EveryFrameTutorial1>