Code Lab
Design Document

Bjørn Fjukstad
BIO-8010 Communicating Science Module 3
Visualizing your science

---- ◆ ----

1 INTRODUCTION

Code Lab is a game where kids collaborate on escaping an underground dungedon by programming their in-game characters to fight monsters, solve puzzles and collecting gems. The game is played in a collaborative environment such as the Tromsø Display Wall[1], where kids program on their own devices and run the game on the large display. This provides an interactive arena where kids can collaborate on completing the game together.

Since the kids need to program the characters to perform different tasks, they will have to learn the basics of programming. The different levels will require them to learn about *variables*, *functions* and *control statements* such as *for*-loops and *if*-statements.

REFERENCES

[1] O Anshus, Daniel Stødle, T Hagen, Bård Fjukstad, J Bjørndalen, L Bongo, Yong Liu, and Lars Tiede. Nineyears of the tromsø display wall, 2013.