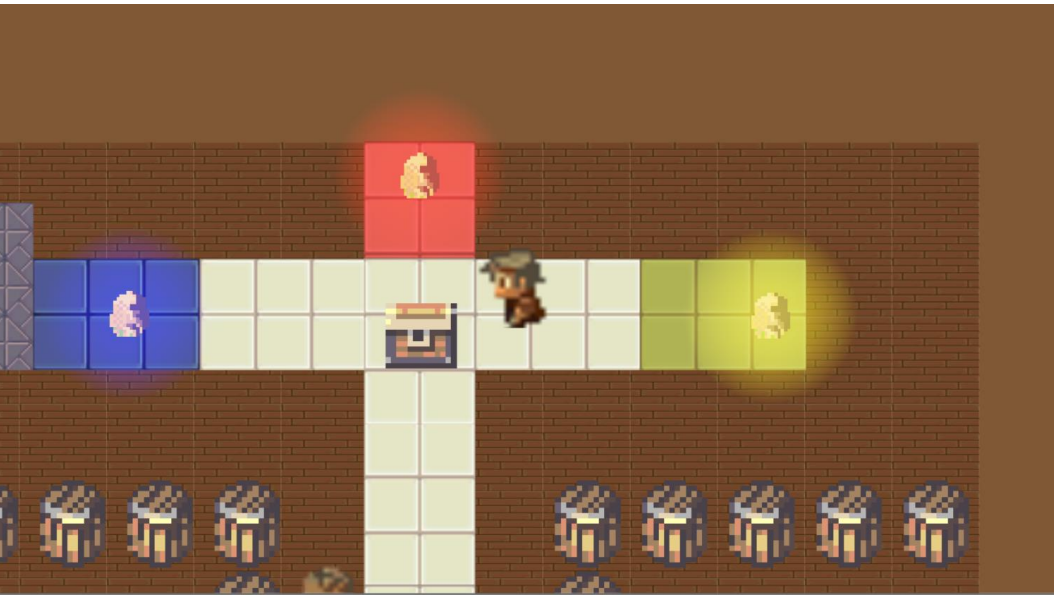


What is Delta?

Delta is a fun, interactive game aimed to teach the user some of the fundamentals of coding. In the game the user will play as a 2D sprite in a town, where they will be able to find different quests to complete while learning more about coding.

How does it work?

We used the Unity IDE and VisualStudio IDE to create our 2D game, allowing it to run on both Windows and OS X operating systems, as well as iOS and Android mobile devices. Using C# to code the game worked well as it and VisualStudio were both developed by Microsoft, and it has a vast collections framework.



Delta Game Features:

Town Scene	This is the main world that the user will have access to. From here they will be able to interact with NPC sprites and objects, and select various mini-games that are aimed to teach about the fundamentals of coding.
Level 1	This level will teach the user about the basics of stacks, including different methods and applications of this data structure.
Level 2	This level will teach the user about different types of conditionals, at this stage it mainly focuses on if/else statements. Moving forward it may feature more conditionals.

How do I access the game? The client will be able to access the game by visiting <http://www.deltacodegame.com/> , where they will be prompted to either register as a new user or login as an existing user. The game works on both Windows and OS X as mentioned above, as well as the two dominant mobile platforms (iOS and Android).

What do we plan on adding? Moving forward the game will continue to add fun, groundbreaking levels that will keep the user interested and engaged in learning about coding.

How effective is the game? The user will be able to learn a lot about different fundamentals of programming by completing the Delta game, allowing them to gain a lot of knowledge about a topic that may be foreign to them in the ease of a video game. We have found that 90% of our users have become better coders after completing our game.

