

Ninja Bear's Grammar Game

{ Fernando Ellis & Kathleen Tigue
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Why a Grammar Game?

- We wanted to do something different.
- Hits home for Katie.

Research - Start!

4.L.4.1 Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.

4.L.4.1.a Use relative pronouns (who, whose, whom, which, that) and relative adverbs (where, when, why).

Identify relative pronouns (Fourth grade - V.1)

Use relative pronouns: who and whom (Fourth grade - V.2)

Use relative pronouns: who, whom, whose, which, and that (Fourth grade - V.3)

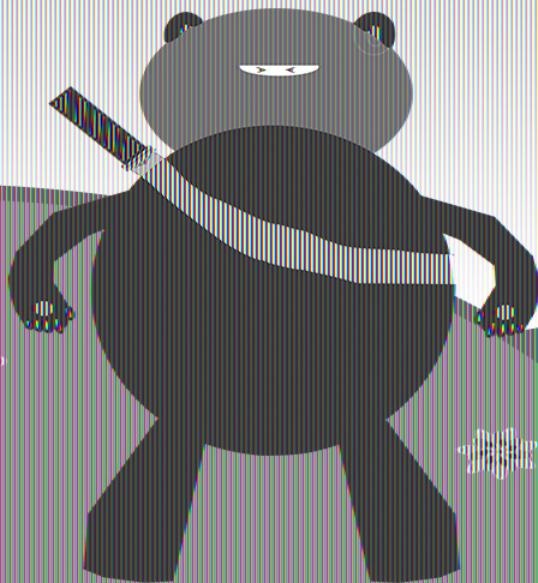
Use relative adverbs (Fourth grade - Y.3)

Testing Relative pronouns: Who, Whom, Whose, Which, and That

There will be a picture displayed of a character that is clearly a boy or a girl holding an object. The player will have to click on words in the word box on the bottom to create a sentence that describes the character and what they are holding.



Ninja Bear Grammar Game



Build sentence
structure skills

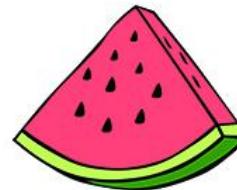
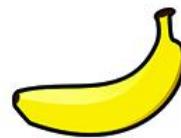
Practice reading
and punctuation

Improve writing
skills with fun
writing prompts

Play online

Quit

Trophy Case



Quit

Which is a complete sentence?

Ninja Bear is super stealthy.

Ninja Bear sneaked into.

Where Ninja Bear?

Ninja Bear the best.

What stumbling blocks were there?

- Senioritis
- Busy Schedules

	Sun 4/26	Mon 4/27	Tue 4/28	Wed 4/29	Thu 4/30	Fri 5/1	Sat 5/2
GMT-04							Imagine RIT
8am		8 – 9 DSA1 - TA		8 – 9 DSA1 - TA			8 – 9 DSA1 - TA
9am		9 – 9:50 Demo she		9 – 9:50 IGM Production Studio			9 – 9:50 IGM Production Studio
10am		10 – 11 Cup	9:30 – 10:30 Group Lesson - Chapel		9 – 2p Grading DSA1	9 – 11 Office Hours	
11am			10:30 – 2p Grading DSA	11 – 12p Kathleen Walk in Hours		10 – 11 Order Maggi	
12pm	12p – 1p Mod appreciation day	12p – 12:50p Intro to Music Theory		12p – 12:50p Intro to Music Theory		11 – 12p Q Center Meeting	10:30 – 11:30 Flute Lessons
1pm		1p – 2p Grading DSA1		1p – 2p Grading DSA1		12p – 1p Frenando	11:30 – Dunk KT
2pm		2p – 2:50p Music In The US	2p – 3:15p Rich Media Web App Dev II	2p – 2:50p Music In The US	2p – 3:15p Rich Media Web App Dev II	1p – 3p Senate	12p – 12:50p Video Paper
3pm				3p – 4p Kyle Leslie			
4pm	4p – 6p Tri Sigma Meeting				3:30p – 4:30p Wic meeting		
5pm		5p – 6:15p Humanitarian FOSS Development	5p – 6:15p Concert Band	5p – 6:15p Humanitarian FOSS Development	5p – 6:15p Concert Band	5p – 6p Elections	
6pm	6p – 8p Study Hours		6:30p – 12 Lovin' Cup with Biggles				
7pm					7p – 8p Derby days		
8pm		8p – 9p					

What worked out?

- We divided and conquered the work pretty easily.
- Sugar worked pretty well for us.
- PyGame++

Easiest part of the code

```
# Load text somewhat in the upper middle of the screen
def Title_Text(self, screen, text):
    Font = pygame.font.SysFont("monospace", 64)
    Title = Font.render(text, False, (0, 0, 0))
    center_x = (self.space_width - Title.get_rect().width)/2
    center_y = (self.space_height - Title.get_rect().height)/2
    screen.blit(Title, (center_x, center_y))

def Button_Text(self, screen, text, button):
    Font = pygame.font.SysFont("monospace", 40)
    Title = Font.render(text, False, (0, 0, 0))
    center_x = (button.size[0] - Title.get_rect().width)/2
    center_y = (button.size[1] - Title.get_rect().height)/2
    screen.blit(Title, (button.x + center_x, button.y + center_y))
```

Hardest/worst part of the code

```
def Game_Menu(self, screen):
    self.flush_ButtonList()
    screen.fill((255, 255, 255)) # 255 for white
    RP = pygame.draw.rect(screen, (0, 255, 0), (565, 290, 463, 111))
    PP = pygame.draw.rect(screen, (255, 0, 0), (565, 416, 463, 111))
    CS = pygame.draw.rect(screen, (255, 255, 0), (565, 542, 463, 111))
    quit_rect = pygame.draw.rect(screen, (0, 0, 255), (535, 668, 463, 111))
    btnA = MenuButton(RP.x, RP.y, RP, RP.width, RP.height, "GAME_RP")
    btnB = MenuButton(PP.x, PP.y, PP, PP.width, PP.height, "GAME_PP")
    btnC = MenuButton(CS.x, CS.y, CS, CS.width, CS.height, "GAME_CS")
    btnQuit = MenuButton(quit_rect.x, quit_rect.y, quit_rect, quit_rect.width, quit_rect.height, "MainMenu")
    self.add_to_ButtonList(btnA)
    self.add_to_ButtonList(btnB)
    self.add_to_ButtonList(btnC)
    self.add_to_ButtonList(btnQuit)
    TS = pygame.image.load(file('images/gamescreen.jpg.png'))
    screen.blit(TS, (0, 0))
```

More time?

- Added more minigames!
- More items!
- More Trophies!
- sound

Questions?

- <http://www.ixl.com/standards/new-york/ela/grade-4>
- https://github.com/fortnight/Grammar_Game