Module Design

Prerequisite computer and accounts for LSB

Project Name: Contribute Code to LandSandBoat GitHub repository

Designer: Carl Hooker

# Project Context

GOAL: Enable learners to impliment the prerequisite steps in order to contribute code for LandSandBoat utilizing the GitHub repository. Learners will be able to properly create an account, navigate to, fork the correct repository, and create a working branch to submit their code to the main project.

LEARNING ENVIRONMENT: The learning environment will be self-paced utilizing the learner’s personal computer (Any OS that is capable of command line interface is acceptable, however for this lesson the learners will be presented instruction using a GUI based OS such as Microsoft Windows), as well as reliable, high-speed connection to the internet. Learners will need to install the following software prior to initiation of the lesson.

Git for Windows

Visual Studio Community 2019

MariaDB

Python 3

GitHub Desktop

TortoiseGit

Notepad ++

INSTRUCTOR PRE-REQUISITES

Instructor must be proficient with the required software installation as well as the process to properly create and account, navigate to and fork the correct repository and create a working branch.

# Learning Journey

In order to contribute code to the LandSandBoat project, learners MUST first understand the prerequisite tasks in order to properly upload their code changes. Failure to do so will result in the code being rejected and or not updating base code properly.

# Module Information

TITLE: Prepare for Combat; How to prepare submissions to upload code to a GitHub repository!

Prepare learners to setup prerequisite software/accounts in order to properly submit code.

PREREQUISITE(S):

Basic fundamentals of how to operate and install programs on a Windows based OS.

ESTIMATED CLOCK HOURS

.75 hours

# Module Design

EQUIPMENT AND MATERIALS:

Personal computer

Reliable high-speed internet connection

Adequate hard drive storage space (~2TB)

GitHub account

Microsoft account (Visual Studio)

MariaDB

Notepad ++

OUTCOMES:

* Create GitHub account
* Download and install appropriate software from vendor site
* Navigate to LandSandBoat repository
* Fork LandSandBoat repository
* Create Branch from forked repository

CONTENT & STRATEGIES

|  |  |  |
| --- | --- | --- |
| MODEL PHASE | ACTIVITY / STRATEGY / WHAT WILL HAPPEN DURING THIS STAGE? | APPROX. TIME |
| Gagne-Gain Attention | Display short video of the game being played, directly showing a quest that was coded. The player will approach the Non-Player Character (NPC), receive dialog, accept or decline the quest, accomplish tasks objectives, return to NPC for quest completion. Then show the learners the code base in which the game used to allow the player to accomplish the specific quest. *This is intended to motivate and encourage learners their code coming to fruition for the players of the game.* | 5 mins |
| Outcome #1 | Create GitHub account | 5 min |
| Gagne: Inform learners of Objectives  ARCS: Relevance | Video of instructor navigating to GitHub.com and creating an account by selecting, “Create New Account”. Learners will follow along with instructions, using a personal email address they so desire, to complete website registration. |  |
| Demonstration | Enables learners code to be attributed to them. |  |
| Outcome #2 | Download and install required software (see equipment and materials for full listing) | 25 min |
| Demonstration  Gagne- Elicit performance from the learners | Instructor will provide step by step guide to installing specific components of each software (majority will be default settings). Learners will be provided links (in a downloadable text file) to download the software. Learners will select location of download and install software using default installation options, unless specifically indicated on the text file previously downloaded. NOTE\* Software installed during this process will not be utilized during this module, rather later on when submitting code. |  |
| Application | Prepare learners computer with appropriate software to enable coding project(s). |  |
| Outcome #3 | Navigate to LandSandBoat main repository and fork the main repository. | 10 min |
| Gagne: Present the Content  Arcs: Confidence | Video of instructor searching for and selecting the correct LandSandBoat repository, fork the repository, and create local branch. Learners will fork and create branch during presentation along with the instructor. |  |
| Application | Successfully create a branch from the LandSandBoat repository, which learner will later be able to submit code updates in order to merge with LandSandBoat code base. |  |

# Training Resources & References

<https://lab.github.com>

<https://blog.devmountain.com/what-is-github-and-how-do-you-use-it/>