











Topic	SELF-DESIGNED GAME -2	
Class Description	Students continue to design their self-designed game by pair programming with the teacher.	
Class	C46	
Class time	45 mins	
Goal	<ul style="list-style-type: none"> • Design / add features in the game by writing code. • Test and debug the code for the game. 	
Resources Required	<ul style="list-style-type: none"> • Teacher Resources <ul style="list-style-type: none"> ○ VS Code Editor ○ Laptop with internet connectivity ○ Earphones with mic ○ Notebook and pen • Student Resources <ul style="list-style-type: none"> ○ VS Code Editor ○ Laptop with internet connectivity ○ Earphones with mic ○ Notebook and pen 	
Class structure	Warm-Up Teacher-Student Collaborative Activity Wrap-Up	5 mins 35 mins 5 mins
WARM-UP SESSION - 15 mins		
<div>  </div> <p>Teacher starts slideshow from slides 1 to slide 2 Refer to speaker notes and follow the instructions on each slide.</p>		
Activity details		Solution/Guidelines
<i>Hey <student name>. How are you? It's great to see you!</i> <i>Are you excited to learn something new today?</i>		ESR: Hi, thanks, yes I am excited about it!
Run the presentation from slide 1 to slide 2		Click on the slide show tab

<p>Following are the WARM-UP session deliverables:</p> <ul style="list-style-type: none"> • Review the progress in the game so far. • Continue working on the self designed game. 	<p>and present the slides.</p>
<p style="text-align: center;"> Teacher ends slideshow</p>	
<p style="text-align: center;">Teacher-Student Collaborative Activity - 35 min</p>	
<p style="text-align: center;"> Teacher starts slideshow from slides 3 to 4 Refer to speaker notes and follow the instructions on each slide.</p>	
<p style="text-align: center;"><u>CHALLENGE</u></p> <ul style="list-style-type: none"> • Code for a new game feature/design. 	
<p>Pair program with the student to build the game feature.</p> <p>Challenge the student's thought process to write better quality and more structured code.</p>	<p><i>The student pairs programs with the teacher to program for the new game feature.</i></p>
<p>Now it's your turn. Please share your screen with me. and Start live share on VSC.</p>	
<p><i>Guide the student to test the new game feature.</i></p> <p><i>If the student has selected a game from the 3 game options then the teacher can find the code references links.</i></p> <p><i>1} Hot Air Balloon</i> <i>2} Shoot the Zombie</i> <i>3) Moon Lander</i></p>	<p><i>Student runs the code.</i></p>

<p>Help the student debug the code in case of unexpected behavior.</p>	<p>The student pairs programs with the teacher to solve the bugs.</p>
<p>-</p>	<p>Student picks up another feature to add to the game and repeats the process.</p>
<p>Teacher Guides Student to Stop Screen Share</p>	
<p>WRAP UP SESSION - 5 Mins</p>	
<div style="text-align: center;">  <p>Teacher starts slideshow from slide 5 to slide 12</p> <p>Additional game slide from 13 to 24</p> <p>Refer to speaker notes and follow the instructions on each slide.</p> </div>	
Activity details	Solution/Guidelines
<p>Run the presentation from slide 5 to slide 12</p> <p>Following are the WRAP-UP session deliverables:</p> <ul style="list-style-type: none"> • Next class challenge • Project for the day • Additional Activity 	<p>Guide the student to develop the project and share with us.</p>
<div style="text-align: center;">  <p>Teacher ends slideshow</p> </div>	
<p style="text-align: center;"><u>FEEDBACK</u></p> <ul style="list-style-type: none"> • Review the progress in the game and what is left. • How to proceed further? 	
	<p>You get a hats off.</p> <p><i>Make sure you have given at least 2 Hats Off during the class for:</i></p>

	<p>We will continue building the game features in the coming classes.</p> <p>Will see you in the next class then.</p>	<div>Creatively Solved Activities  +10</div> <div>Great Question  +10</div> <div>Strong Concentration  +10</div>
<p><u>Step 4:Project</u></p> <p><u>Name: Make your own game-3</u></p>	<p>Goal of the Project:</p> <p>In Class 46, you have revised the concept to create a simple working/playable module for the game and how to build mechanics for the game.</p> <p>This is part 3 of the game creation project. In this project, you have to add actions or interactions of characters and Add all the remaining elements, characters, and non-PC for your game that you created in class 44 and 45.</p> <p>** This is a continuation of Project 44 and 45, so make sure you complete that before doing this project. **</p> <p>Story:</p> <p>When the director finishes the actors' casting, s/he focuses on what roles and actions need to be assigned to the actor along with how they will interact or communicate with other co-actors.</p> <p>In the same way, you have to assign roles and actions to the characters of the game you are currently working</p>	

	<p>on. This will lead you toward making your game more interactive!</p> <p>I am very excited to see your project solution and I know you both will do really well.</p> <p>Bye Bye!</p>	
<div>  Teacher ends slideshow </div>		
<div> Teacher Clicks  </div>		
ADDITIONAL ACTIVITIES		
Additional Activities <i>Encourage the student to write reflection notes in their reflection journal using Markdown.</i> <p>Use these as guiding questions:</p> <ul style="list-style-type: none"> What happened today? <ul style="list-style-type: none"> Describe what happened. The code I wrote. How did I feel after the class? What have I learned about programming and developing games? What aspects of the class helped me? What did I find difficult? 		<i>The student uses the Markdown editor to write their reflections in a reflection journal.</i>

Activity	Activity Name	Links
Additional Games: Code for Reference	Hot Air Balloon	https://github.com/vishikagurbani/Hot-Air-Balloon-stage-2

	Shoot the Zombie	https://github.com/vishikagurbani/Zombie-Shooter-stage-2
	Moon Lander	https://github.com/pro-whitehatjr/C46_lunar_lander
Teacher Reference visual aid link	Visual aid link	https://curriculum.whitehatjr.com/Visual+Project+Asset/BJFC-PRO-V3-C46-withcues.html

