





Topic	SELF-DESIGNED GAME - 3	
Class Description	Students continue to design their self-designed game by pair programming with the teacher.	
Class	C47	
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
<ul style="list-style-type: none"> WARM-UP SESSION - 5 mins 		
<div>  </div> <p>Teacher starts slideshow from slides 1 to 2</p>		
Activity details		Solution/Guidelines
<i>Hi, so good to see you again! How have you been? Are you excited to learn something new?</i>		ESR: 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 align="center">Teacher-Student Collaborative Activity - 35 min</p>	
<div align="center">  <p>Teacher starts slideshow from slides 3 to 4 Additional game slide from 14 to 19 Refer to speaker notes and follow the instructions on each slide.</p> </div>	
Teacher Action	Student Action
<p><i>Pair program with the student to build the game feature.</i></p> <p><i>Challenge the student's thought process to write better quality and more structured code.</i></p>	<p><i>The student pairs programs with the teacher to program for the new game feature.</i></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>1} Hot Air Balloon 2} Shoot the Zombie 3) Moon Lander</p>	<p><i>Student runs the code.</i></p>
<p><i>Help the student debug the code in case of unexpected behavior.</i></p>	<p><i>The student pairs programs with the teacher to solve the bugs.</i></p>

-	Student picks up another feature to add to the game and repeats the process.	
Teacher Guides Student to Stop Screen Share		
● WRAP-UP SESSION - 5 Mins		
FEEDBACK <ul style="list-style-type: none">Review the progress in the game and what is leftHow to proceed further?		
Teacher starts slideshow		 Slide 5-13
Activity details		Solution/Guidelines
Run the presentation from slide 6 to slide 13 Following are the wrap up session deliverables: <ul style="list-style-type: none">Revise the conceptsExplain the facts and triviasProject for the dayNext class challengeAdditional Activity		Guide the student to develop the project and share with us
Teacher ends slideshow		
Step 4:Project <u>Name: Make your own game-4</u>	Goal of the Project: In class 47, you have learned how important game designing elements like adaptivity and feedback are and implemented them in the project. This is part 4 of the game creation project. And here, you have to add	

adaptivity (check the progress of the game) and add feedback (provide immediate feedback) in the game you've created in the previous classes.

**** This is a continuation of Project 44,45 and 46, so make sure you complete that before doing this project. ****

Story:

Once the director assigns roles and actions to all the actors, it's time for him to shoot the film. S/He will add music, sound effects, animation, etc., in his/her movie. S/He will also take suggestions or feedback from the film producer and team.

In the same way, you have to add final effects in your game and take feedback to improve your game from others.

I am very excited to see your project solution and I know you both will do really well.

Bye Bye!



Teacher ends slideshow

Teacher Clicks

✕ End Class

ADDITIONAL ACTIVITIES

Additional Activities

Encourage the student to write reflection notes in their reflection journal using Markdown.

Use these as guiding questions:

- What happened today?
 - 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?

The student uses the Markdown editor to write their reflections in a reflection journal.

Activity	Activity Name	Links
Additional Games: Code for Reference	Hot Air Balloon	https://github.com/vishikagurbani/Hot-Air-Balloon-stage-3
	Shoot the Zombie	https://github.com/vishikagurbani/Zombie-Shooter-stage-3
	Moon Lander	https://github.com/pro-whitehatjr/C47_lunar_lander
Teacher Reference visual aid link	Visual aid link	https://curriculum.whitehatjr.com/Visual+Project+Asset/PRO_VD/BJFC-PRO-V3-C47-withcues.html