

(Re)create a Game

LO: IWBAT Modify a program to solve
for errors (Debug algorithm)

Learning Objectives:

To:

- Grow in my understanding the basic structure of p5.js
- Modify a program to solve for errors (Debug algorithm)
- Identify an algorithm that is unsuccessful when the steps are out of order
- Test program



WARM UP:

Think about problems you solve in everyday life.

- How do you fix something that isn't working?
- Do you follow a specific series of steps?



Quick Recap

We have begun to create our game. Our final steps for a successful program is to:

- Debug
- Test
- Play

Our Goal

Using our prior knowledge learned about P5-JS and the delight we gain from playing one of our favorite games listed in Slide 2, we will recreate one of our favorite games to play (see slide 2) using the options below:

- Work individually or in groups up to 3.
- Use pseudocode to aid in (re)creating a game/board.
- Create game. Test Game. Debug Game. Share Game!



What is debugging?
How does this support our purpose?

- When a line(s) of code does not seem to work, we call the problems in the program "bugs."
- It is our job to "debug" them. that "debugging."
- Watch Debug video
- Debugging Exercise
- Go back into your code. Look for lines of code needed to debug.

**Post your
game below**

Link:

Once you have:

- ❑ recreated/created a game
 - Variables
 - Background
 - Shapes
 - Mouse interaction
 - If/statements
 - Loops
 - Functions, classes
 - Constructure
- ❑ Debugged your algorithm
- ❑ Tested your game
- ❑ Paste the link

