(Re)create a Game

LO IWBAT Use prior knowledge to modify code that will enable code to (re)create a board game.

Learning Objectives:

To:

- Grow in my understanding the basic structure of p5.js
- Use prior knowledge to modify code that will enable me to (re)create a board game.
- Use pseudocode to aid in (re)creating a game board and game.

WARM UP:

Reflect on the games played in lesson 7. Select your two favorite games. Jot them below.

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Quick Recap

We have learned the following:

- Variables
- Background
- Shapes
- Mouse interaction
- If/statements
- Loops
- Functions, classes
- constructure

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 pseudocode?
How does this support our purpose?

- Pseudocode is description of a computer program or algorithm

- It is used for creating an outline or a rough draft of a program.

Pseudocode part 1:
Game idea:_____

Use the circles below to answer questions 1 & 2.
Then brainstorm and jot down your answers to fit your vision

- I've decided to recreate a game   or   create my own game

- I will be working: Individually   Group

- Names of group members: _____

- Group name: _____

Pseudocode part 2:
Game idea:_____

Task: Use a sample game of the version you are recreating. . Identify elements from lessons 1-6 within the game. Place a checkmark in the appropriate box.

|	variables	background	shapes	If statements	loops	functions/ classes/ constructors
Name of game						
Lines of code identified						

Pseudocode part 3:
Game idea:_____

1. Select one of the icons below that represents your game.
2. Once selected, open the game in P5-JS editor.
3. Identify the 6 elements being used in the algorithm:
   background, shapes, colors, if statements, loops, Functions, classes, constructors, and variables.
1. Now, envision your recreated game board.
2. How do you want your game board to look?

Select

Select
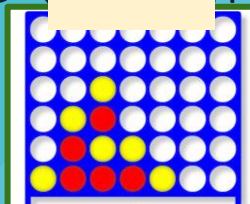
Select

Select

Create Your Own Game

Pseudocode part 4: Game idea:_____

1	Variables needed	
2	background	
3	Mouse interaction? if/statements?	
4	loops?	
5	Classes? constructors?	

Pseudocode part 5:
Game idea:_____

1	Log in	Log in to your p5-editor here
2	Identify	Identify the components you wish to change.
3	Prior Knowledge (PK) & Application	Consecutively, by lesson order, customize the algorithm to your own vision. Use your knowledge learned from lessons 1-6 (and prior) to support the changes.
4	Save	Save your work as you make changes.
5	Test & Debug	Run your program. Identify errors. Make changes. Rerun program.

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

Create my own game part 1

I. To create your own game. Select one of the games below to model after.

I. Use the algorithm provided and your knowledge gained to create your own.

I. Which game have you selected to model after or receive inspiration from?

Select

Create my own game part 1

1	Purpose of game	
2	Number of players	
3	Conflicts in game	
4	How to win?	
5	Colors and shapes	

Create my own game, part 2

1	Variables needed	
2	background	
3	Mouse interaction? if/statements?	
4	loops?	
5	Classes? constructors?	

Create my own Game part 3:

1	Log in	Log in to your p5-editor here
2	Identify	Identify the components you wish to change.
3	Prior Knowledge (PK) & Application	Consecutively, by lesson order, customize the algorithm to your own vision. Use your knowledge learned from lessons 1-6 (and prior) to support the changes.
4	Save	Save your work as you make changes.
5	Test & Debug	Run your program. Identify errors. Make changes. Rerun program.

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