AP Computer Science A Unit: Java Game Design with Processing

Lesson Title	G2: SETTING UP THE ENVIRONMENT
Objectives	1. SWBAT set up an environment for the project by downloading and installing Visual Studio Code and Processing. 2. SWBAT implement and examine a starter code for the project.
Standards	9-12.NSD.4 Describe the components and design characteristics that allow data and information to be moved, stored, and referenced over the internet. 9-12.DL.5 Transfer knowledge of technology in order to use new and emerging technologies on multiple platforms.

Materials	● Desktop/PC (not a chromebook)
	● Worksheet - Google Doc
	    ● Visual Studio Code
	    ● Starter Code
	    ● Github

Agenda	1. Students will open *Project - Lesson 2 Environment Setup* Google Doc. 2. Students will follow the directions in the *Project - Lesson 2 Environment Setup* Google Doc to download and install Visual Studio Code and Processing in their computer. 3. Students will download and open starter code for the project. 4. Students will create an account with GitHub and Replit in which they will commit and push to update their source code as needed.
Assessment	● The teacher will walk around to help and check if students are able to set up the environment for VSCode, GitHub, and Replit. ● Students must share the link to their GitHub repo with the teacher to get credit for their work for the day.

Project Lesson 2: Environment Setup
Name: Date:

Direction: Follow the instruction below to set up the environment for the project.


Part A: Starter Code and Github Repository [REQUIRED]
a. Create GitHub Account
    i. Go to GitHub and create an account.
b. Fork Starter Code to personal repository
    i. You can find our project "Starter Code" on Github:
        https://github.com/JABianchi/JavaGameDesignWithProcessing
c. Add any "Collaborators" to your project
    i. Add all your project partners
    ii. Add your teacher?

Part B: Connecting your Code to a REPLIT IDE
a. Go to replit.com and sign up using your new GitHub account.
b. Click on *+ Create Repl* button.
c. Click on the *Import from GitHub* button.
d. Type in the full GitHub repo name and click the *+ import from GitHub button
e. After a minute, confirm that the repl is linked to the GitHub repo.

Part C: Visual Studio Code(VS Code) and Processing Installations
a. Download & Install VSCode (link)
b. Download & Install Processing
    i. Move processing folder to desired directory
c. Add Processing Language extension in VSCode
    i. "Processing Language" Extension
d. Setup VSCode "path" to Processing language files
    i. [CTRL] + [,] to open the Options settings
    ii. Add the filepath to where your processing-java.exe file is located
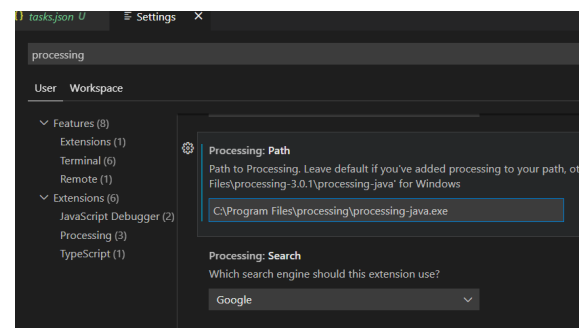
Part D: Connecting your Code to the VSCode IDE
a. Setup your desktop for doing Git Commands
b. In VSCode, "clone" your Github repo onto your computer
    i. [CTRL] + [,] to open the Options settings
    ii. Type "Git clone"
    iii. Paste the link to your Github repo you just made
        1. You can find this link by clicking the green "Code" button and see below
        2. Should end with .git