



<https://twitch.tv/justthebenno>



<https://github.com/just-the-benno/BlazQ>

Move it!

BlazQ

Episode 01





Episode's goals

- Move Blazorly around the screen
- [See live demo]



Episode's Content

- Introduction
- Preparation
- Let's move Blazorly
- Debrief



Introduction

What is BlazQ and how does it help to learn software development?



About me

- Ben(jamin)
- 30 years old
- Studied Electric Engineering in Germany
- Worked as a freelancer in different domains including
 - Software development
 - Teaching and coaching
 - Author and speaker





Who will benefit?

Is Software Engineering your thing?

- BlazQ will help you to evaluate the question whether a career as a Software Engineer is something that you'll enjoy
- You can see, if the this way of thinking is something you want to do to earn a living
- Do you like to be challenged?
Surpassing your limits to reach new highs of understanding?

I want to develop software!

- You have already made the decision to get into tech and software development
- You don't know where to start or feel overwhelmed by all the possibilities
- Looking for a challenging but still easy to follow introduction



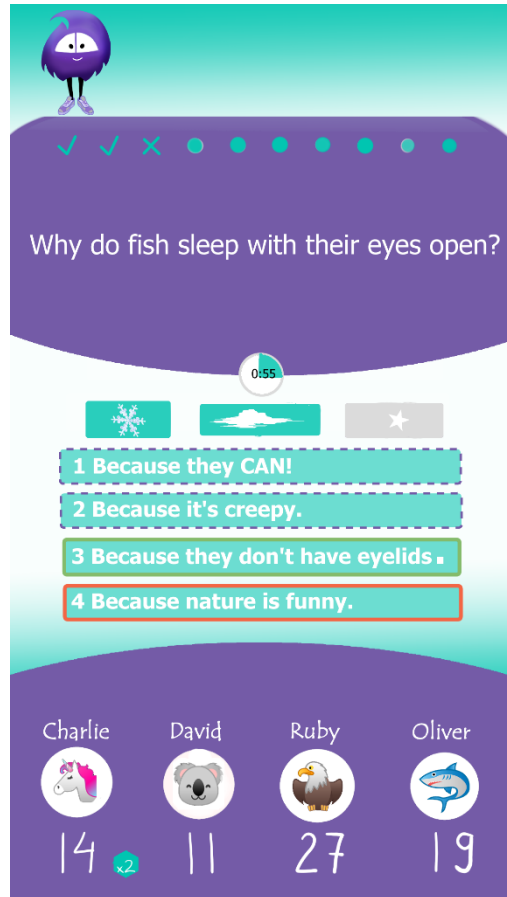
Why BlazQ?

- I love to develop software
- I want that others can feel as empowered and “mighty” as I do
- BlazQ is my contribution to a smooth start on the path towards becoming a software developer





What is BlazQ?



- **Blazor** is web technology within the .NET stack
- .NET is a huge library to build any type of application
- **Q** because we are building a quiz
- Starting local player, to couch coop, to a online multiplayer version



About the game

- BlazQ should be a fun quiz
 - Taking itself not too seriously
 - You (as a developer) create the questions
- We will add “Jokers” to spice it up
- You don’t know Jack (YDKJ) is kind of the archetype
(<https://www.youtube.com/watch?v=PrGMnVTnmcU&t=246s>)



What is BlazQ?

- We will start from scratch (in the next episode)
- I've planned 12 episodes so far
- We are working slowly but steady towards understanding basic concepts of software development





What techniques will be covered?

- Web development (HTML and CSS)
- C# and object orientated programming (OOP)
- Client server und HTTP REST API
- Persistent data (Database, Storage)
- Bidirectional communication (WebSocket)





Learning Values

1. There are no dumb questions
2. No one is free of error
3. It's about learning
4. Respect





Learning Mode

- I strongly recommend to focus on understanding during listening
- Practice by yourself at a time convenient for you





Learning Mode - GitHub

- The material for each episode is provided on Github
 - Code
 - Illustration
 - Slides
 - And more
- <https://github.com/just-the-benno/BlazQ>





Learning Mode - GitHub

- [See live demo]





Learning Mode - Questions

- Starting with the next episode, at the beginning there will be a block where you can ask questions
- Besides, you can start discussion on Github





Learning Mode - Questions

- [Show how to start a discussions on Github]





Episode's goals

- Setting up the development environment
- Move Blazorly around the screen





Preparation

Setting up the development environment



Setting up the environment

- 3 Things are needed
 - .NET 5 SDK
 - Git
 - VS Code
- Runs on Windows, MacOS and Linux



Setting up the environment

- In the Github repo, there is a document with a step by step guide for Windows
- Links for setup for MacOS and Linux are provided





Setting up the environment

- [Show case: Installing on Windows]





Visual Studio Code Plugins

- Only one plugin for vscode is needed
- C#
(<https://marketplace.visualstudio.com/items?itemName=ms-dotnettools.csharp>)



Blazorly

How to instruct a simple animation



Getting the source code

- Go to the Github Repo and copy the repo URL
- Go into a directory of your choice and open a terminal
- type: `git clone https://github.com/just-the-benno/BlazQ.git`



Open Visual Studio code

- Start VS code
- Open the directory
“episode1/BlazQ.Episode1/BlazQ.Episode1”
- Start the debugging process



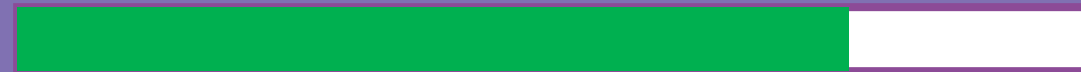
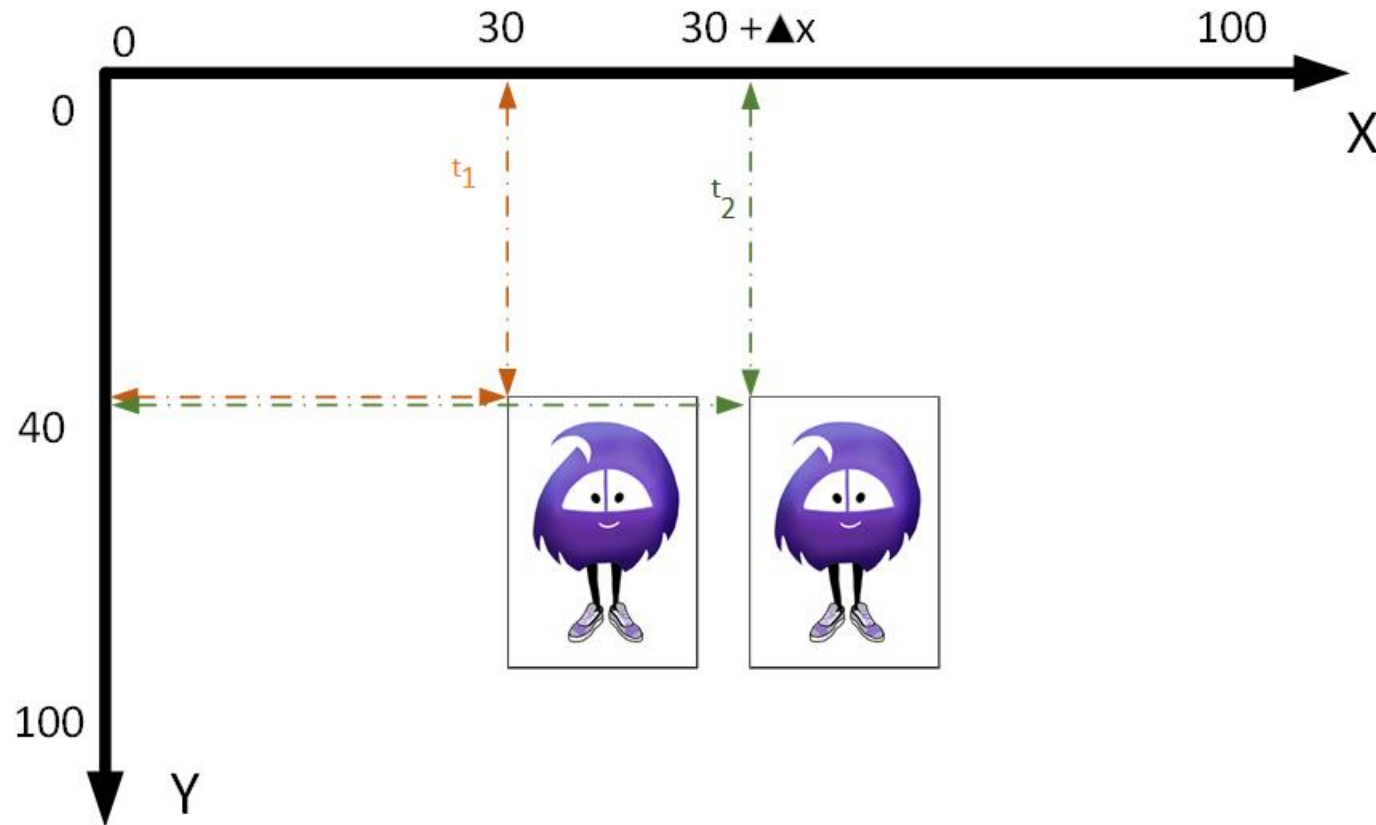
Starting point: Say hello to Blazorly

Duration seconds





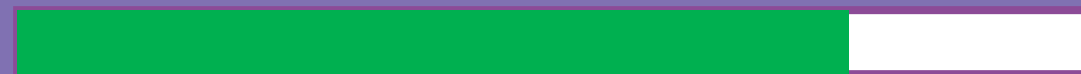
The first task: Move from left to right





Stop multiple animations

- How to stop multiple animations?



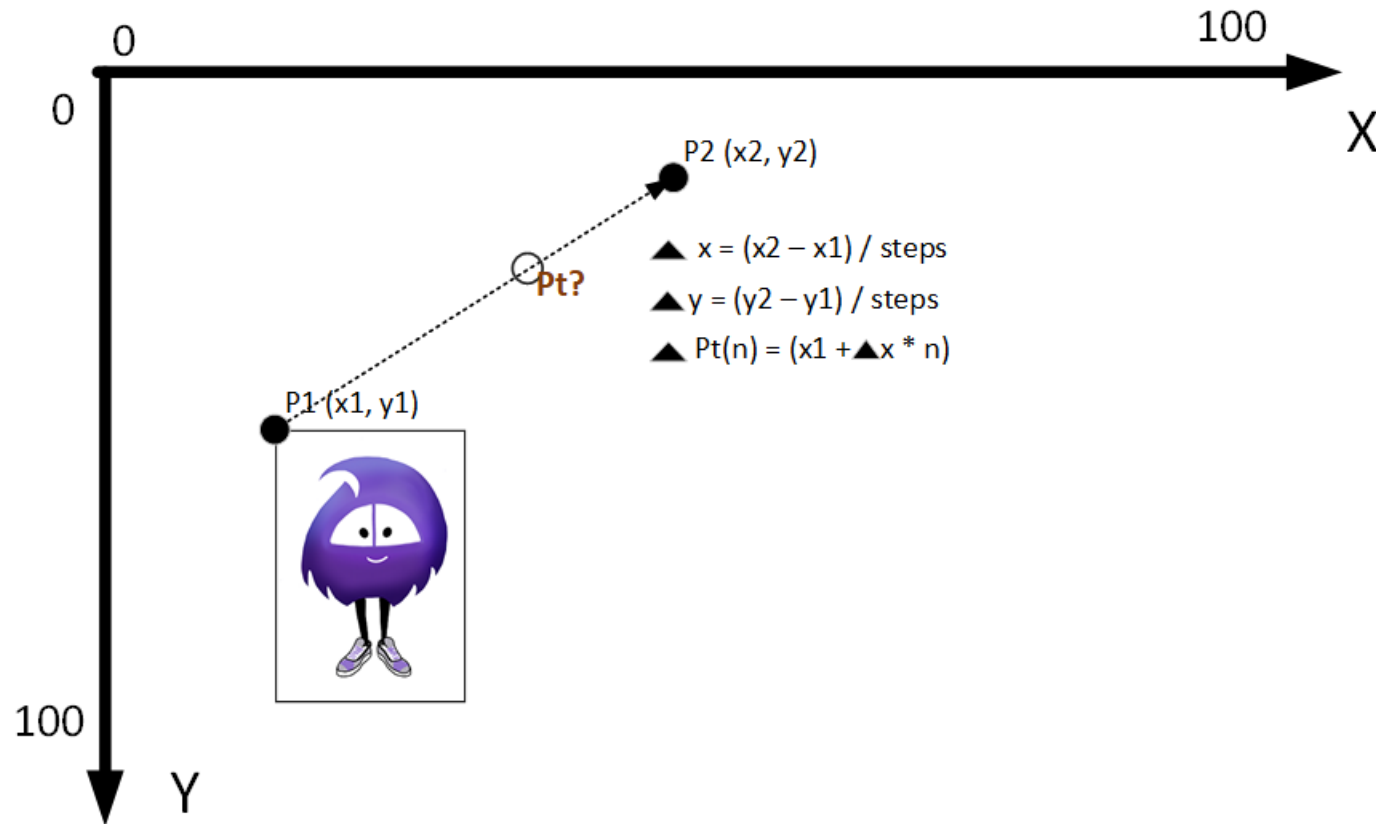


The third task: Move from up to down





Can we generalize it? Going for paths!





Debrief

Wrapping up the episode



Summery

- Setting up the environment
- Animated the quizmaster
- Introduction to variables, methods and control structures
- Understand that each program consists of control structures and data
- The concept of generalization to solve more than one specific problem



Summary

- The episode was a quick and very brief walkthrough
- The understanding will come along the path
- This episode was about to accomplish (the movement of Blazorly) to feel good for the next session



The session plan – I

- Building the shell of BlazQ:
 - Start your first project and build the foundation for BlazQ single player mode
- Prettifying BlazQ
 - Implementing the design
- Coach Coop
 - Adding multiple players that can play locally
- Uprising of the Jokers
 - Add more elements to the game
- Go live
 - Finishing touches and deploy the application, so that everyone in the world can use it



The session plan – II

- Be seated in the lobby
 - First step in the multiplayer domain
- BlazQ goes Multiplayer
 - Adding the mechanics for the multiplayer option
- The hall of knowledge
 - Persisting a high score and more
- This is my lobby
 - Introducing authentication and privacy into BlazQ
- [Outro] Ain't no sunshine when it's gone
 - The careers as a software developer



Next Episode

- Building the „shell“ of BlazQ
 - Quiz
 - Single player
 - Look okay but not great
- Episode at <insert time here>
- Link:



Questionnaire

- Help me to improve the learning experience
- A quick form, taking less than 5 minutes to complete
- The results (and impacts) will be shown next episode
- <https://forms.gle/HKFBKnQDT6KyFjRS9>



Thanks for listing

- I appreciate your time
- If you enjoyed it, spread the word and see you on the next episode
- If not, feel free to tell me why