

# Creative Code tutorials

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## TimeFrame

The project should not take more than two work weeks (excludes weekends) of production time, with deliverables expected in Mid November. This is based on the estimated budget of R10,000.

## Project Summaries

Currently the projects are too ambitious to meet the timeframe listed above and should therefore be reduced in scope to meet the proposed timeframes, or greater budget allocated or additional professional assistance leveraged.

- 1.) The GitHub project archives the lessons conducted at iKhamva, and has two suggested methods for implementation of which one needs to be decided upon and discussed further.
  - Estimated production timeframe 5 days
- 2.) The Logo Designer Project is a simple shape drawing Mobile App that teaches learners about code through CSS and styling.
  - Estimated production timeframe 8 days
- 3.) The Animation App Project Export the Processing app as a JS app for implementation within a Hybrid Mobile App
  - Estimated production timeframe 1 days
- 4.) Resolving differences between Webkit and Gecko re. porting to Nokia Asha
  - Estimated production timeframe 3 days

Total 17 Days @7 week days over.

## Proposed Revisions

- 1.) GitHub Project has two possible scenarios for implementation.
    - Scenario 1)** Interactive Lessons: The lessons are archived as an interactive, multi-lingual app that adopts a read, test, score approach (see below). The current budget will not allow for every lesson to be incorporated into the app. At the most 2 to 4 lessons could be considered for inclusion.
    - Scenario 2)** Documentation-Based: The lessons are archived in conventional documented format, including lessons plans, illustrations and assignments. Most lessons can be included,
- What is code?**  
**Create your own pixel art**  
**Create your own name tag**  
**Understanding shapes and coordinates**  
**Variables – custom-made Pacman**  
**If statement – Pacman**  
**Using a ‘for’ loop to create a pattern.**  
**Design your own pixel art characters for a Pacman mod.**  
**Design your own pixel art characters for a Mario mod.**

Does not represent final interface represents functionality.

A presentation slide titled 'CREATIVE CODE' in a blue header. Below it, a dark blue bar contains the text 'What is Code?'. The main content area features an icon of a document with three gold stars on the left. To the right of the icon is the heading 'Introduction' followed by several lines of placeholder text. At the bottom, a blue button contains the word 'Exercise'.

CREATIVE CODE

What is Code?

Exercise

CONGRATULATIONS

You Scored

8 out of 10

APPROVED

A yellow starburst badge with a red ribbon and the word 'APPROVED' in red, tilted text.

The image is a vertical sequence of elements. At the top is a blue rounded rectangle with the text 'CREATIVE CODE' in white. Below it is a dark blue rounded rectangle with the text 'What is Code?' in white. Underneath is a light blue rounded rectangle with the text 'Exercise' in white. This is followed by the text 'CONGRATULATIONS' in blue. Then 'You Scored' in blue. Then '8 out of 10' in blue. At the bottom right is a yellow starburst badge with a red ribbon and the word 'APPROVED' in red, tilted text.

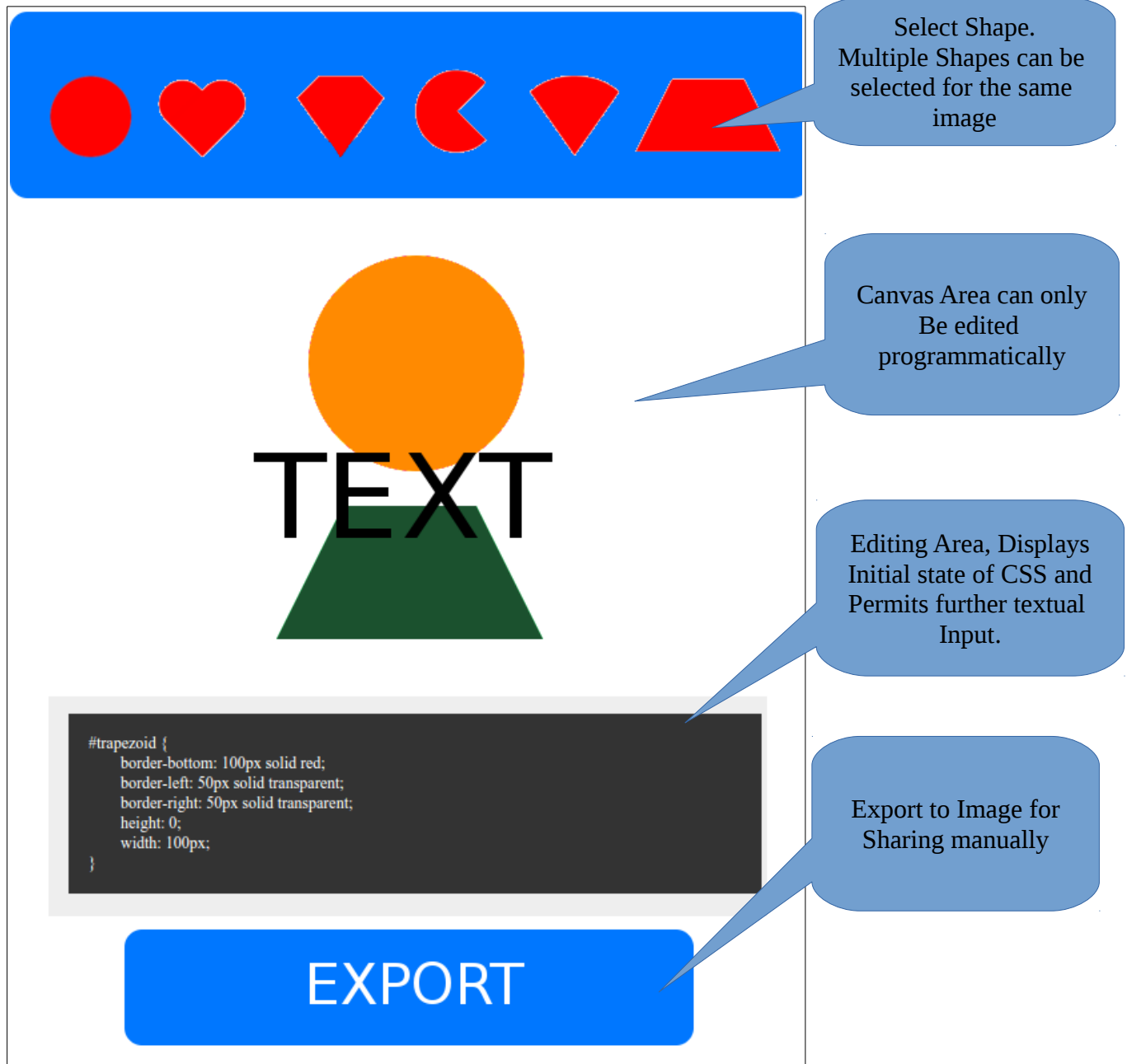
# Feature Phone Logo Designer

Goal is for User to learn about the effects of adjusting parameters in Code and relationship to changes on the display. Subsequently user will be able to add parameters, adjust colors, change positions related to shapes.

Shapes can be layered to form more complex shapes. Shadows can be added to shapes and text can be added.

When design is completed image is exported. Social Media Integration will not be included due to time limitations.

Illustration does not reflect finalized interface.



## Animator app

- No major adjustments to current codebase
- Export app as Processing.js
- Integrate into Gecko and Webkit Hybrid Apps