Creative Code tutorials

# TimeFrame

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

1. The GitHub project archives the lessons conducted at Ikamva

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.

-Estimated production timeframe 5 days

1. The Animation App Project Export the Processing app as a JS app for implementation within a Hybrid Mobile App

-Estimated production timeframe 2-3 days

User testing and polishing: 2 days

Total 10 Days.