Creative Code tutorials

# Github

Create github repository for Creative Code materials

## What is code?

What is coding all about? Try the[hour of code challenge](https://www.khanacademy.org/hour-of-code/hour-of-code-tutorial/v/welcome-hour-of-code)

## Create your own pixel art

The [Secret Shapes design game](http://ikamvacodes.wordpress.com/2014/06/01/our-energy-saving-design-app/) – can you programme your friends?

## Create a pixel art animation.

[Introduction to Processing – make a nametag](http://ikamvacodes.wordpress.com/2012/11/02/make-your-nametag/)

## Understanding shapes and coordinates

[Understanding shapes and coordinates](http://ikamvacodes.wordpress.com/2012/11/09/co-ordinating-shapes/)

## Mzansi messages - shapes, colours and text

[Mzansi messages](http://ikamvacodes.wordpress.com/2013/05/04/mzansi-messages-with-shapes-text-and-images/)- shapes, colours and text

## Variables – custom-made Pacman

[Variables – custom-made Pacman](http://ikamvacodes.wordpress.com/2013/04/04/understanding-variables/)

## Functions – Pacman

[Functions](http://ikamvacodes.wordpress.com/2013/05/04/functions-are-like-a-recipe/)

## If statement – Pacman

[If statement](http://ikamvacodes.wordpress.com/2013/04/04/if-statements/)

## Making Pacman move around – over background images.

[Keypress interactions](http://ikamvacodes.wordpress.com/2013/05/04/making-pacman-move-around/) – Pacman moves around.

## Using a ‘for’ loop to create a pattern.

Using a ‘for’ loop to [create a pattern.](http://ikamvacodes.wordpress.com/2013/05/26/drawing-a-pattern-with-for-loops/)

## Nesting loops to fill an area with a pattern.

Nesting loops to [fill an area with a pattern](http://ikamvacodes.wordpress.com/2013/06/13/looping-in-two-dimensions/).

## Understanding resolution – Africa +Pacman pixel array and ‘for’ loop Make your pixel frame

Using a pixel array and for loop to [celebrate African gamers on Africa Day.](http://ikamvacodes.wordpress.com/2013/05/25/celebrating-africa-day-a-for-loop/)

## Design your own pixel art characters for a Pacman mod.

Design your own [pixel art characters for a Pacman mod.](http://ikamvacodes.wordpress.com/2013/06/28/creating-your-own-pacman-game-welcome-to-khazatown/)

## Design your own pixel art characters for a Mario mod.

Let’s play the [Khazatown Blues](http://www.marionwalton.com/games/mario/) – by Lisa, Talita, Onke, Vuyani, Ludwe and Lwazi.

Writing documentation summarizing each of the tutorials making up this list.

Creating images for the documentation.

Formatting into an online resource that can link to the external sites with the main content.

8\*4

# Feature phone logo designer

Design form to construct basic sytax for a logo

Use server-side code e.g. PhP to return logo as gif or png for Bluetooth sharing

Js Application that manipulates the DOM to output an image. No back-end required.

8\*10

# Finish Mario mod for exhibition

## Work with Paul Mesarcik to prepare Creative Code exhibition

Check whether game can work as standalone exhibit

Mod game with new character and/or ending from 2014 class

Supervise some sessions with public

No Adaptation of code.

8\*2

# Behind the ‘Cloud’

## Work with Marion to create an HTML5 visualisation of what goes on Behind the ‘Cloud’ for security and privacy awareness

Interactive version of the EFF one below? Like a game where you try to secure your own messages while viewing other players’ messages.?<https://www.eff.org/pages/tor-and-https>

Discussions and documentation

8\*2

# Android Animator app

## Port of pixel art animator

Different pixel shapes available

Design your own pixels e.g. with Logo designer

Config file to keep track of multiple frames

Display colour codes mode – ‘View source’

View, save, reorder, add and delete frames

Export sprite OR animated gif for social and/ or Bluetooth sharing

Import image from URL or file as black/white template

Share source data for animation via Bluetooth

8\*20