



JUMWORLD
Shark Team

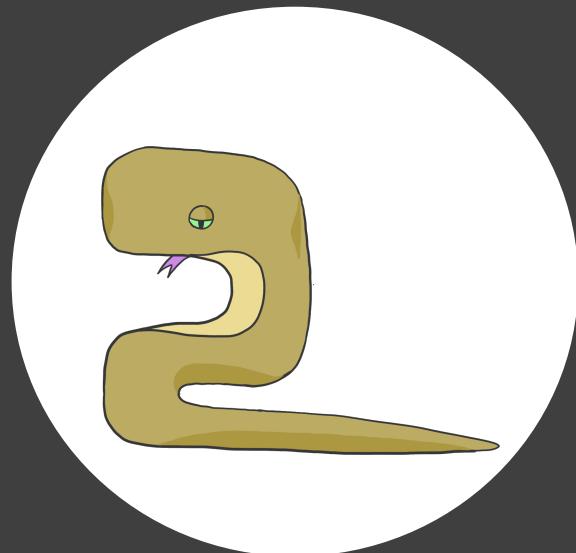
Project goal

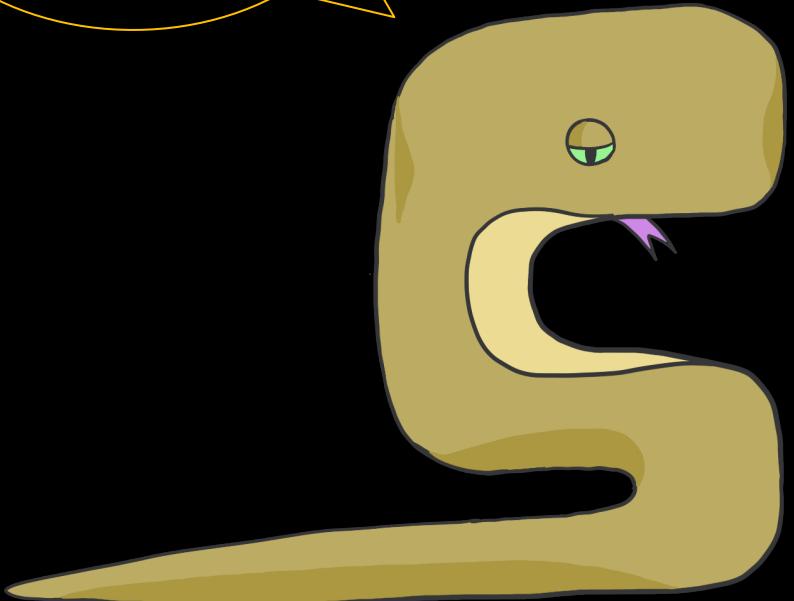
- Make pupils study JavaScript
- Make the process of studying JavaScript great again
- Control individual progress of every user
- Motivate pupils by means of achievement system



Project description

- User controls main hero using keyboard
- User can start a dialog with different creatures in 2D world
- Most of creatures ask user to write some code for interaction with the world
- User writes JavaScript code and get experience of programming





Give me
your code.
Now.

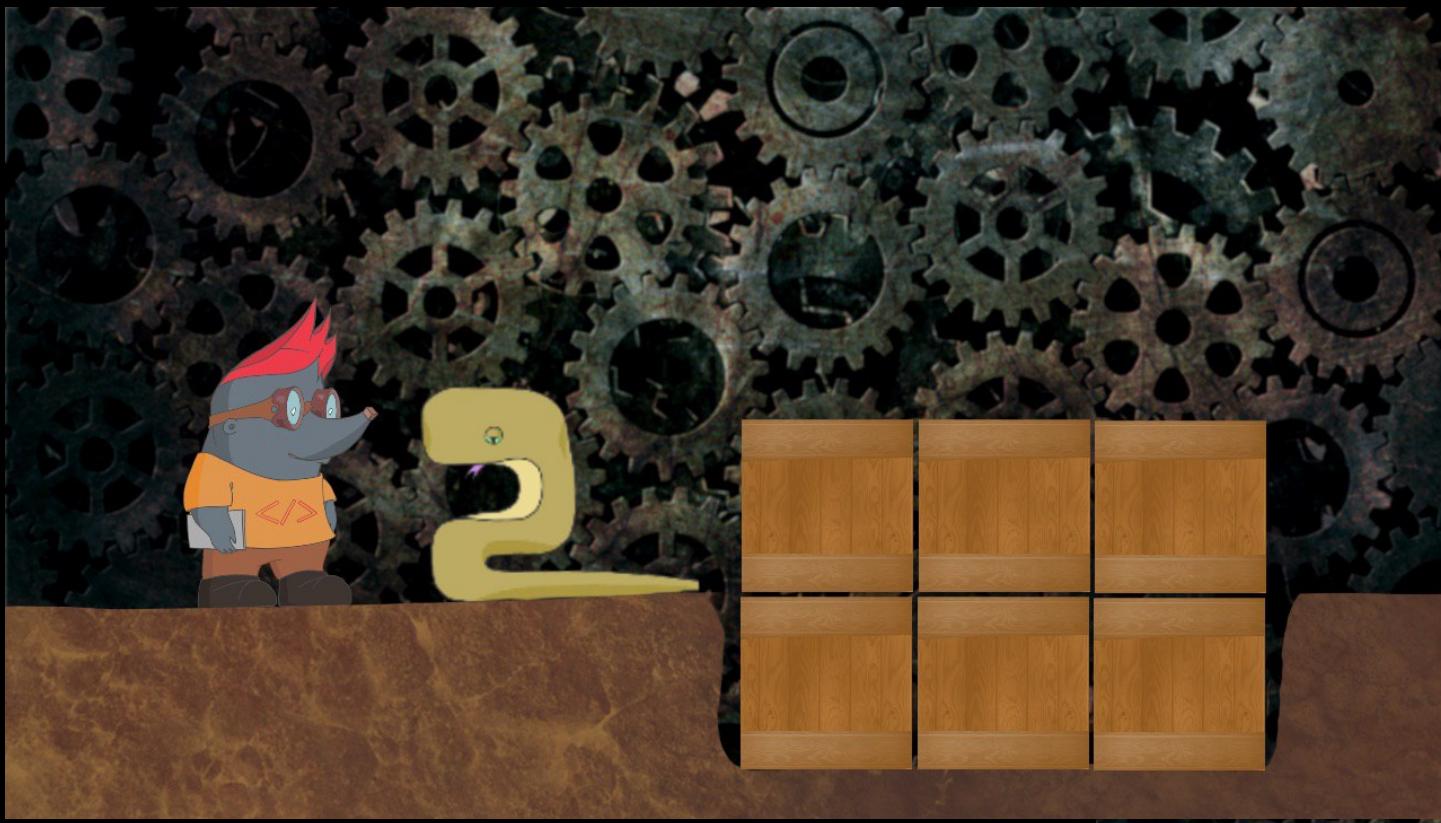


return true;

Killer features

- Difficulty level adapts to the skills of the pupil while playing
- Pupils code not only for boring "a + b", pupils can impact to objects in the world by API





Proof of effectiveness

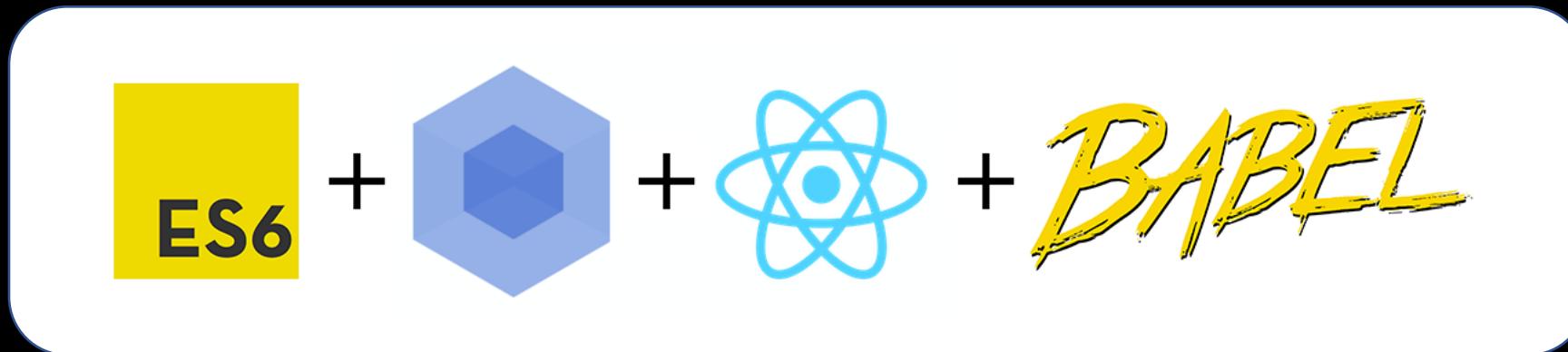
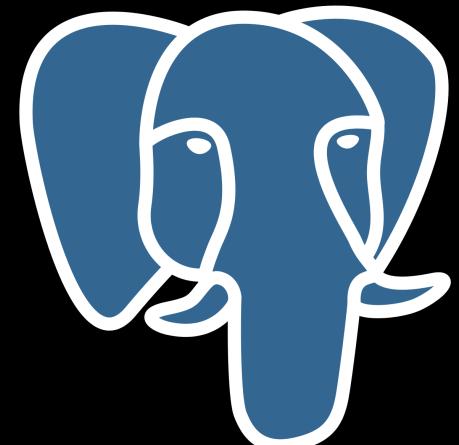
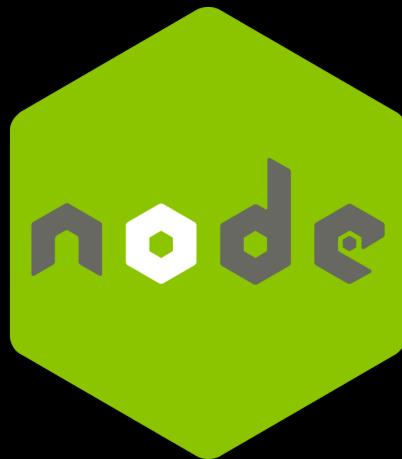
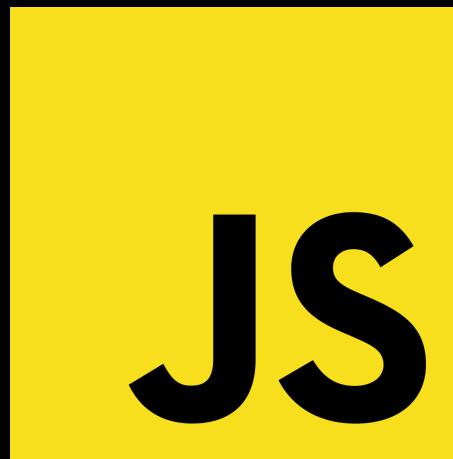
Before using
application



After using
application



Technologies stack



Our team



Game Dev
+ Frontend

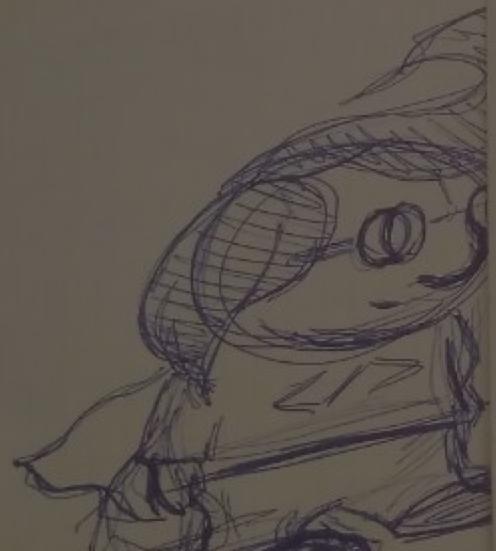


Artist/Designer
+ PowerPoint senior



Backend
+ DevOps

Demonstration



Repositories

<https://github.com/maxim218/jun-world-hack>
https://github.com/kiryanenko/jun_world_back

<http://junworld.net/>

