



**Pixel Game**  
Murilo Gonçalves Teixeira

**Big Idea**

Programming

**Essential Question**

How can a game be used to illustrate my passion for programming?

**Challenge**

Create an interactive scene that shows how programming works and how it can change people's lives.

**Description**

This playground was created entirely without assets and all elements were created programmatically. This shows my passion for programming and, in a playful way, shows how programming works for people who are not inserted in this medium.

Everything that exists in the game world is programmatic and the character needs to collect the blocks of code that the enemies stole to correct the errors they caused, not allowing the enemies, called Bugs, to affect him. Finally, in the building room, the character can organize the code so that everything runs as expected.

In addition, I used the TouchBar as an additional feature for my scene, allowing the player to perform actions within the game.

