

The background of the slide is a dark green field filled with a complex network of thin, bright green lines. Scattered throughout this network are numerous semi-transparent blue circles of varying sizes, some of which appear to be at the intersections of the lines, creating a molecular or network-like aesthetic.

</Hello World/>

Group 06:

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Message

- In an era almost fully digitalized, the full power of technology lies within who controls it. The need for education in the IT sector is growing exponentially, making programming an essential skill to be learned from a young age.

Introduction

- There is a widespread of technology nowadays that is taking over nearly every sector and digitalizing them.
- It is important for people to start learning programming concepts, especially from a younger age.
- Hello World is a digital board game created for that purpose

**Why is it important for people,
especially children, to learn
programming?**

What is the intention behind targeting the younger generations ?

How can a video game make it easier for children to understand new concepts and ideas ?

Will a simple video game be able to inspire people to pursue new domains outside of their expertise?

Concept

- Hello World is a digitalized board game, card-based with a point system.
- Each player has a pawn that is moved across the board according to the score gotten by throwing the dice
- Each tile has a specific card type that is picked randomly which has different difficulties.
- The game ends when a player gains 100 points

<Hello World!>

Making of

- Components of the actual game were made on Adobe Illustrator like the board and the cards.
- The game is built upon a retro 16-bit look.
- The game started on a software called GameMaker Studio 2 engine but ended up getting moved to the framework pygame.
- Different algorithms were created to keep track of player's scores, each player's positions, as well as moving them correctly on the graphical board

Conclusion

- With all its limitations, it stills serves the purpose of introducing fun, interactive techniques that can help familiarize people with what programming is and its core concepts.