

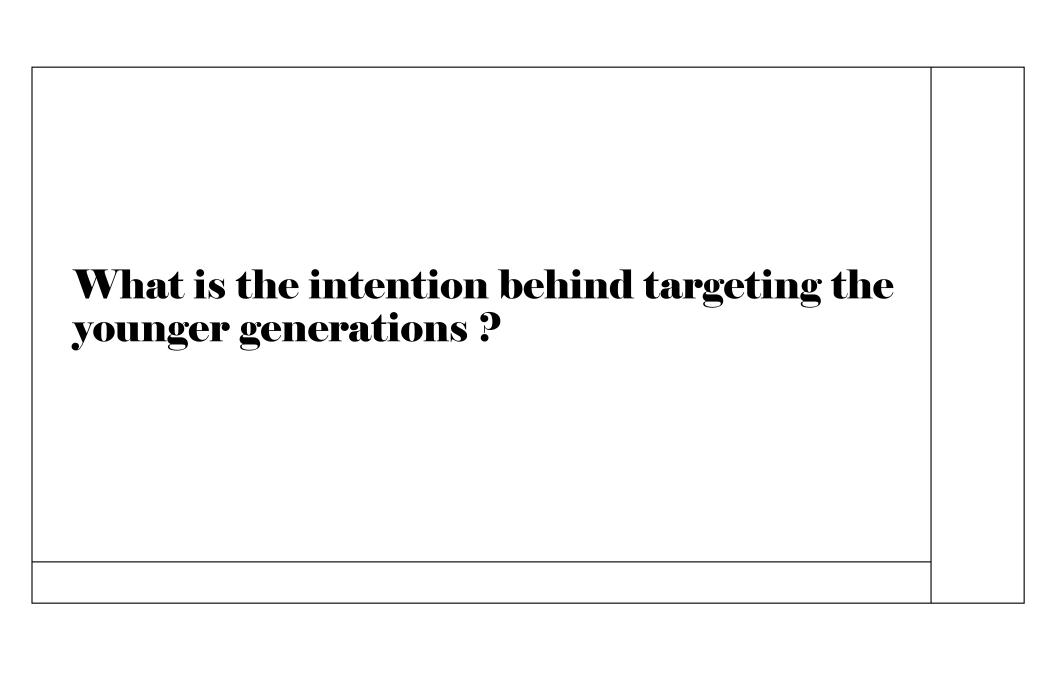
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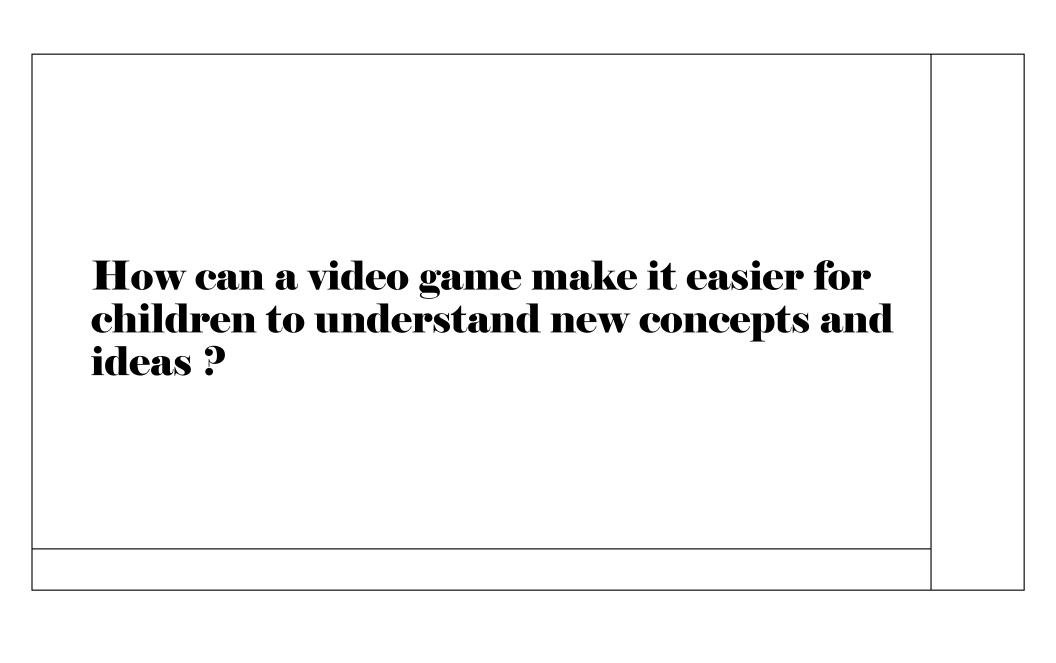
In an era almost fully digitalized, the full power of technology lies within who controls it.
 The need for education in the IT sector is growing exponentially, making programming an essential skill to be learned from a young age.

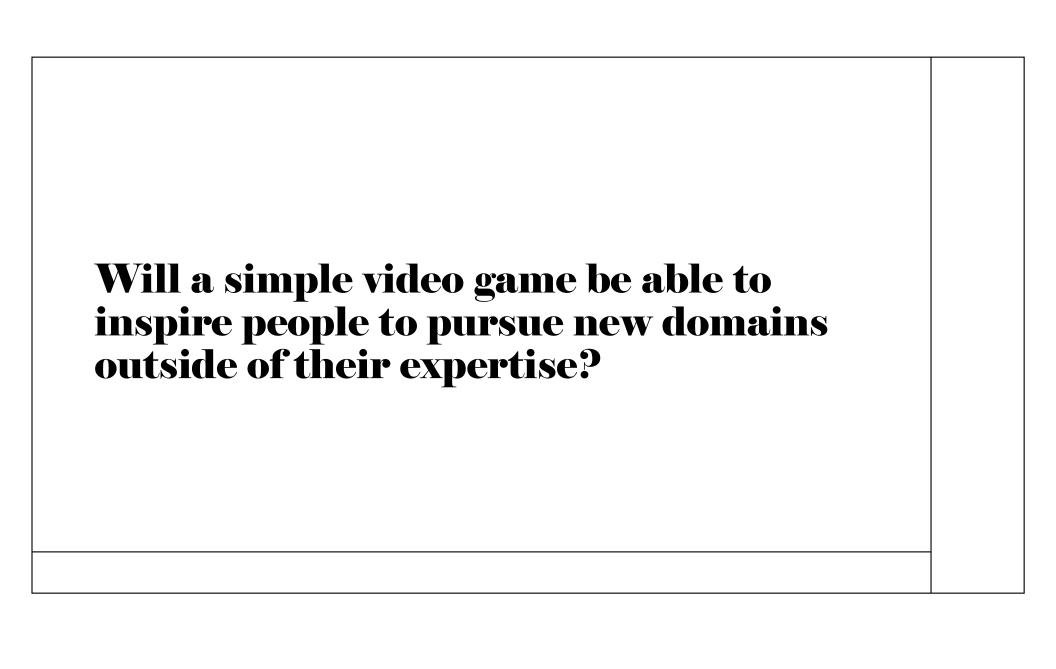
Introduction

- 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?







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

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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.