H a c k a t h o n 2 0 2 0: C o d i n g f o r a B e t t e r C o m m u n i t y



**Team #\_\_\_ Packet**

## 

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## 

## **Schedule - Novice Track**

|  |  |  |
| --- | --- | --- |
| 9:00–9:25am | Registration and greeting | Lobby |
| 9:30–10:30am | Introduction, opening talks, forming teams | Lecture Hall 101 |
| 10:30am | Code start | Teal Room |
| 12:30–1:00pm | Lunch | Lobby |
| 3:00pm | Code stop | Teal Room |
| 3:15–4:15pm | Presentations | Lecture Hall 125 |
| 5:00–5:30pm | Awards Ceremony | Lecture Hall 125 |

## 

## **Accessing WiFi for Additional Devices**

Each team member may have an Access Key for connecting additional devices (1 per member; a single key should allow up to 4 devices). Individual Access Keys to be Provided in TEALS Room. Come to the supply table/mentor table in the middle of the room to obtain your Access Key.

1. Select the network: **SecureWest**
2. Enter the **Access Key** provided by the mentor.

## 

## **Desktop Computer Login**

Username: **details**

Password: **details**

## **Storyboard and Other Supplies**

Attached to your packet, we provide 2 storyboard pages. If your team needs more of these, they will be provided on the supply table in the middle of the room.

Pencils, paper, sticky notes, and additional whiteboard materials are also at this supply table.

## **Task Guidelines**

1. Decide on your theme (assumes multiple themes are given)
   * A Scratch project that addresses the Hackathon theme of *civic engagement.*
2. Create a storyboard.
   * Keep each scene short.
   * Will your story be interactive?
3. Determine all the resources you need.
   * Images for your sprites and backgrounds
   * Sounds
4. Check if your storyboard can be realistically implemented in the alloted time.
   * Simplify or shorten your animation as necessary.
   * What parts should be implemented so that your prototype can demonstrate how the completed story is supposed to work?
5. Split the implementation task into subtasks. For example:
   * Creating/downloading images
   * Creating/downloading sounds
   * Creating individual sprites and their costumes
   * Implementing subroutines for a sprite, like making a sprite walk
6. Start the implementation. Ask a mentor to get you started with Scratch.

Don’t forget that you will be presenting your application at the end of the hackathon.

* See the Guidelines for Presentation.

## 

## 

## **Guidelines for Presentation**

During the presentation of your Scratch project this afternoon, your team does not have to literally answer all of these questions. However, addressing these questions will likely help the audience to better understand your story.

\_\_\_\_What is the purpose of your project?

\_\_\_\_Who is the target audience of your project?

\_\_\_\_How is your project similar to or different from existing solutions?

\_\_\_\_What challenges did your team face today, and how did you overcome them?

\_\_\_\_How does your application function? What does your code look like?

\_\_\_\_If you had time to fully develop this project, what would it be like? What would you add or modify?

\_\_\_\_Please show how your project works during the presentation.

## **Submitting Your Project URL(s)**

Before Code Stop at 3pm, you should submit your project to the following Google Form:

**tinyurl.com/hack20submit**

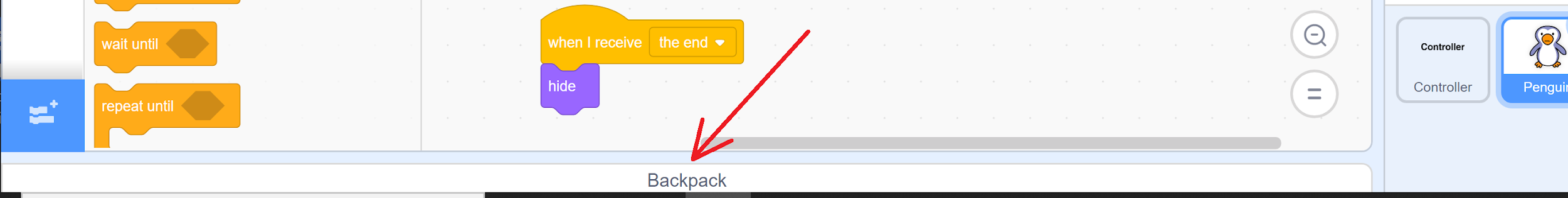
At a minimum, we need the published link to your Scratch project. If in addition, you have a second link to a published presentation tool (like Google Slides, Prezi, etc.), you may pull that up for your presentation. You will not be allowed to login to Scratch or any other web-based tool at the presentation podium. Therefore, it is essential that you make your work publicly visible ahead of time. Test your links’ visibility in an Incognito window (into which you are NOT logged in).

## 

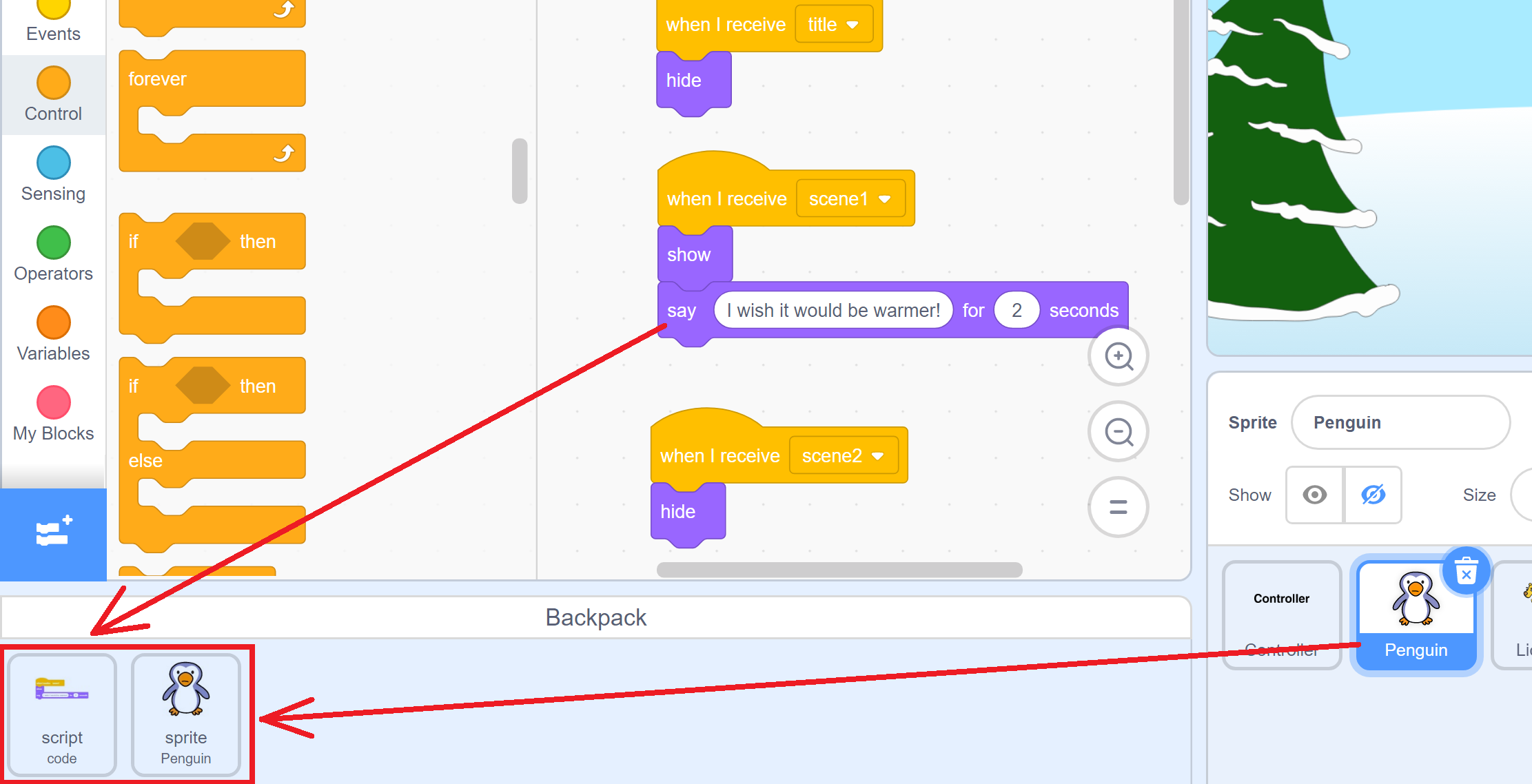
## 

## **Copying Sprites and Code: The Backpack**

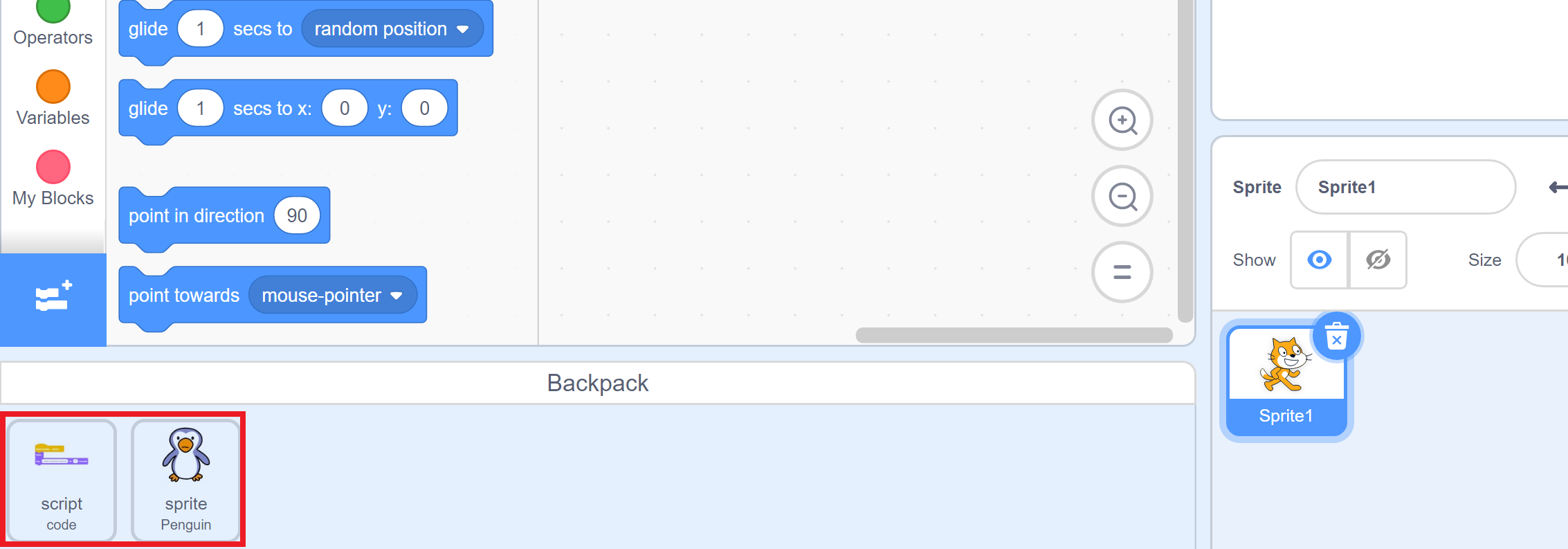
1. Open the project from which you want to copy a sprite or code snippets.
2. From inside your project, note that there is bar at the bottom labeled ‘Backpack’:



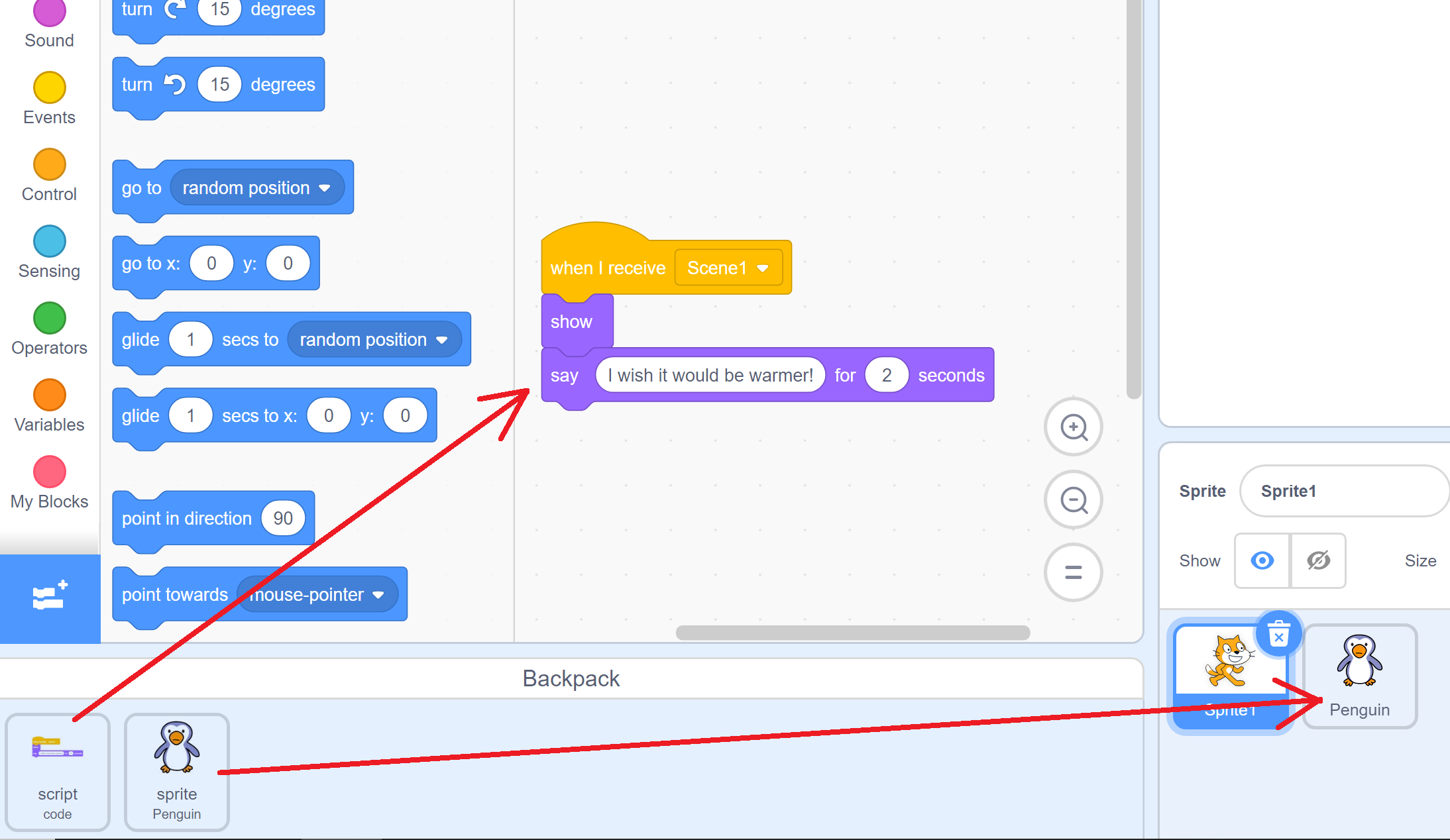
1. Click on the Backpack bar and drag the desired item (sprite, sound, snippet of code) down to the backpack bar:



1. Go back to the project into which you want to import the sprite, sound, or code snippet. Click on the Backpack bar, to expand the backpack. You should be able to see all the stuff that you just added to it. If not, just refresh the page (after saving any changes, of course).



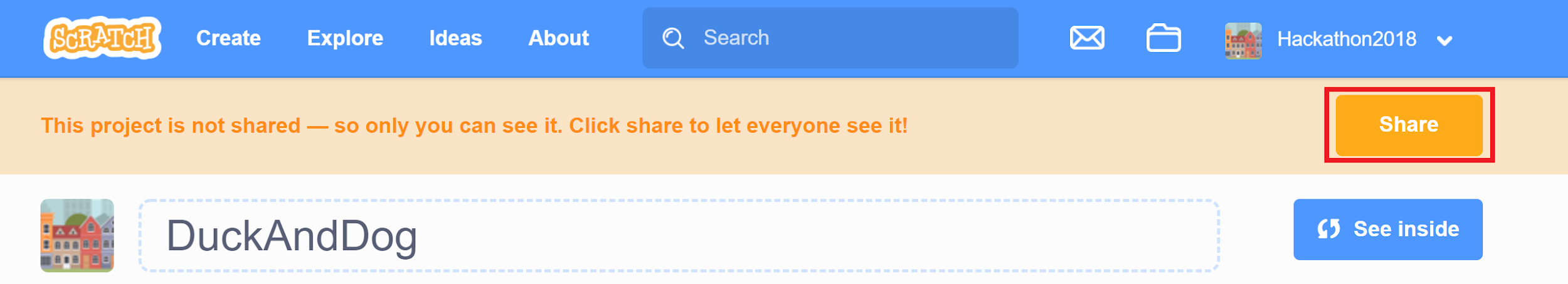
1. Drag desired items into your project to use them. Snippets should be dragged to the Scripts tab area. Sprites can be dragged to either the Sprites area or you can click on the costumes tab and drag the sprite to that area. Sounds should be dragged to the Sounds tab area.



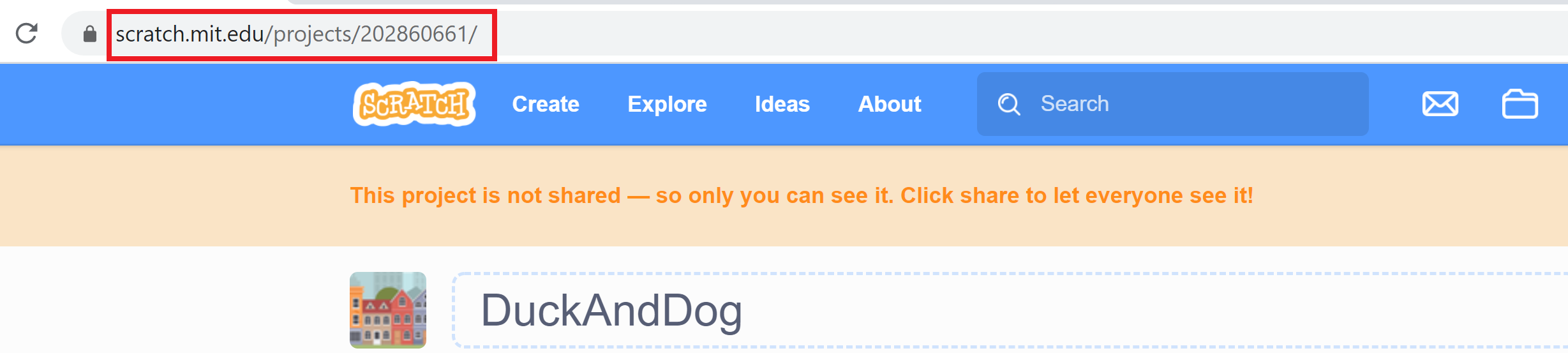
**Sharing Scratch Projects through Studios**

Before code stop, you will have to share your project to the studio **UWG Hackathon 2020**.

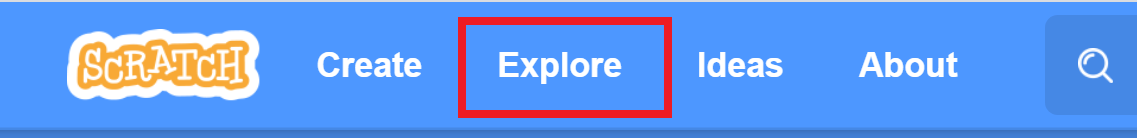
1. In order to add a project to a studio, you need to either share a project or to copy its URL:
   1. To share a project, select the project you want to share in your scratch account and click the **Share** button



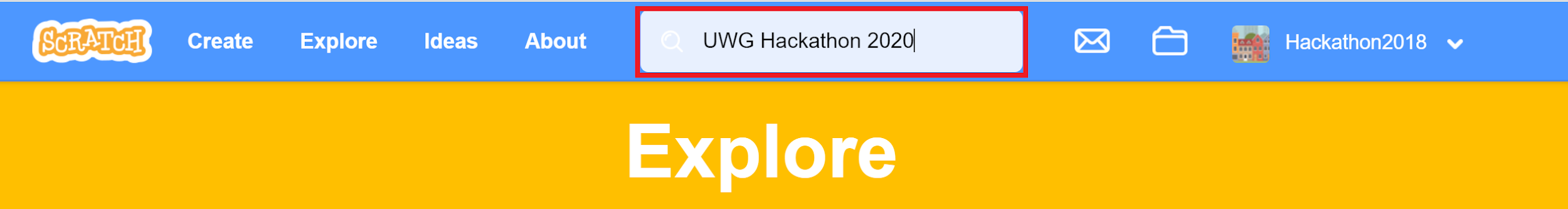
* 1. The URL of a project can be copied from the textbox on top of your browser window after you have selected the project in your scratch account:



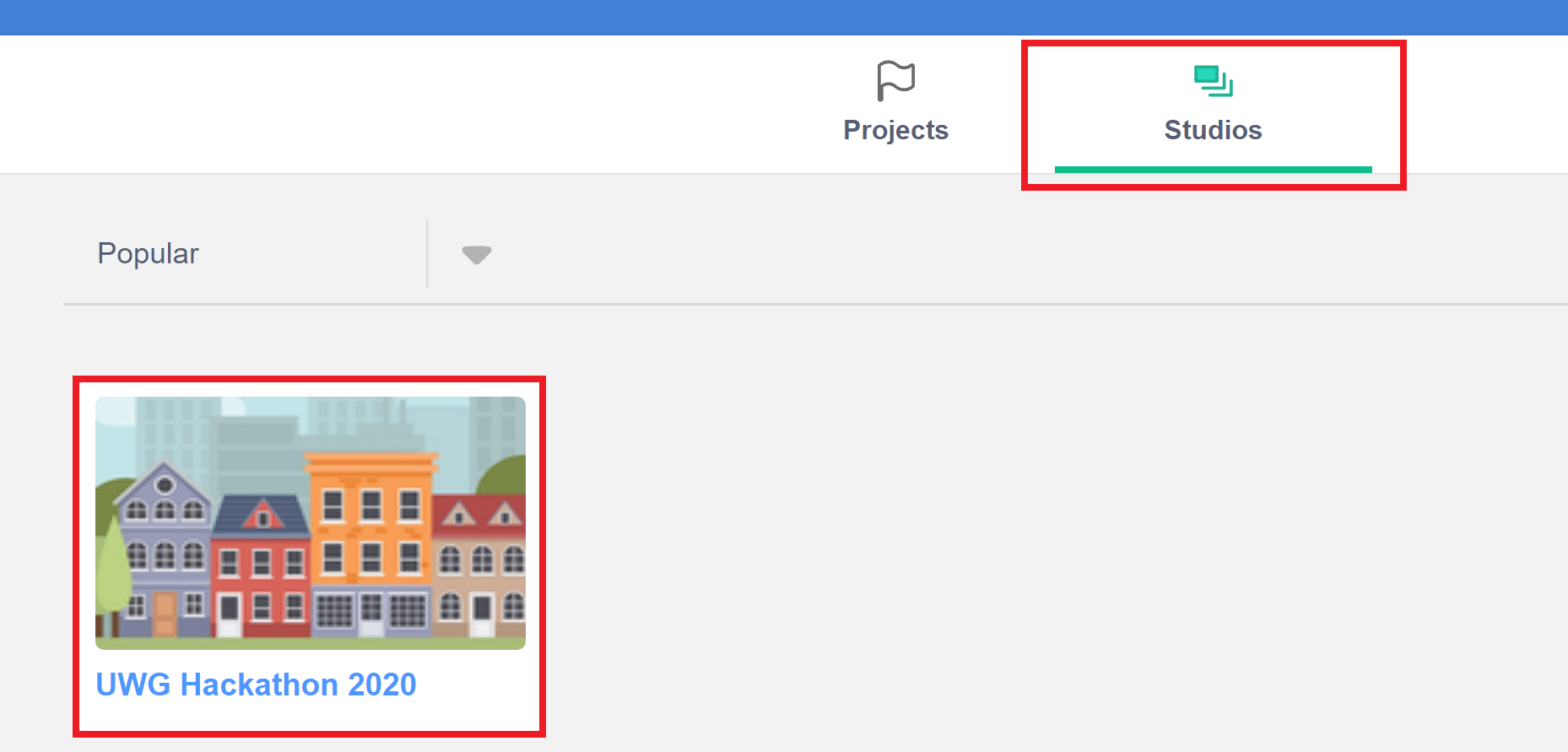
1. In your Scratch account, select the **Explore** option:



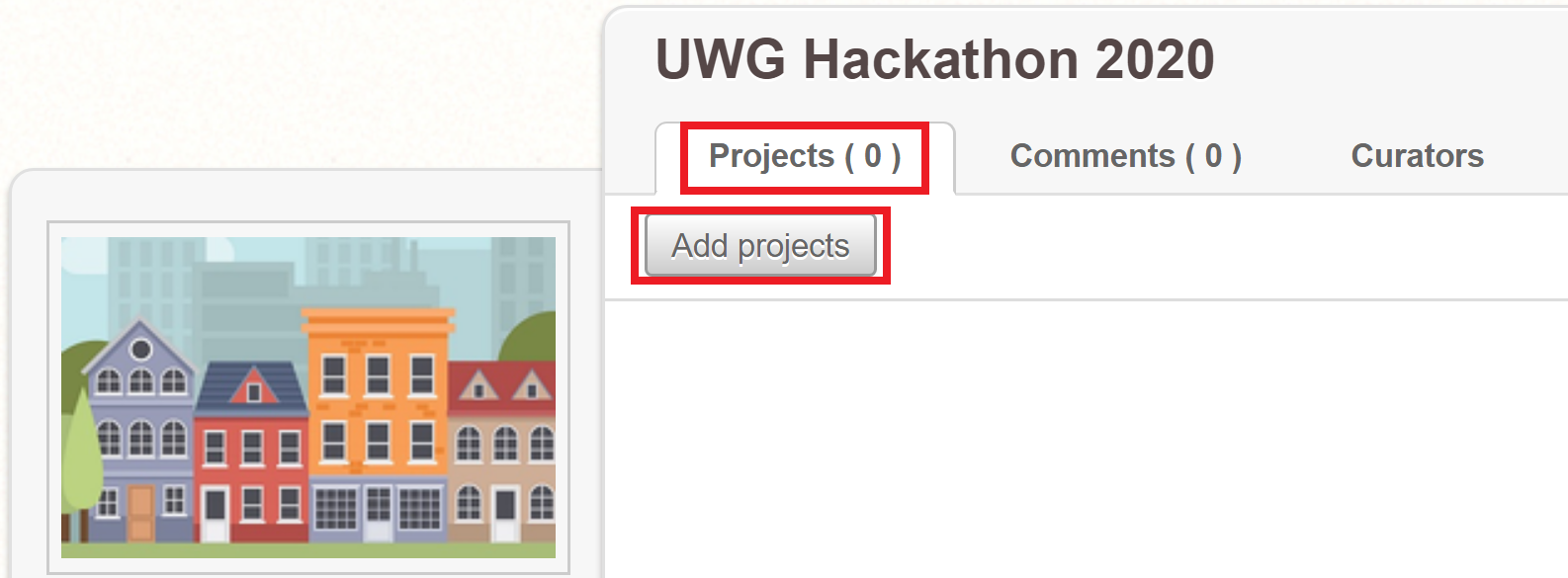
1. Enter **UWG Hackathon 2020** in the search box and press enter:



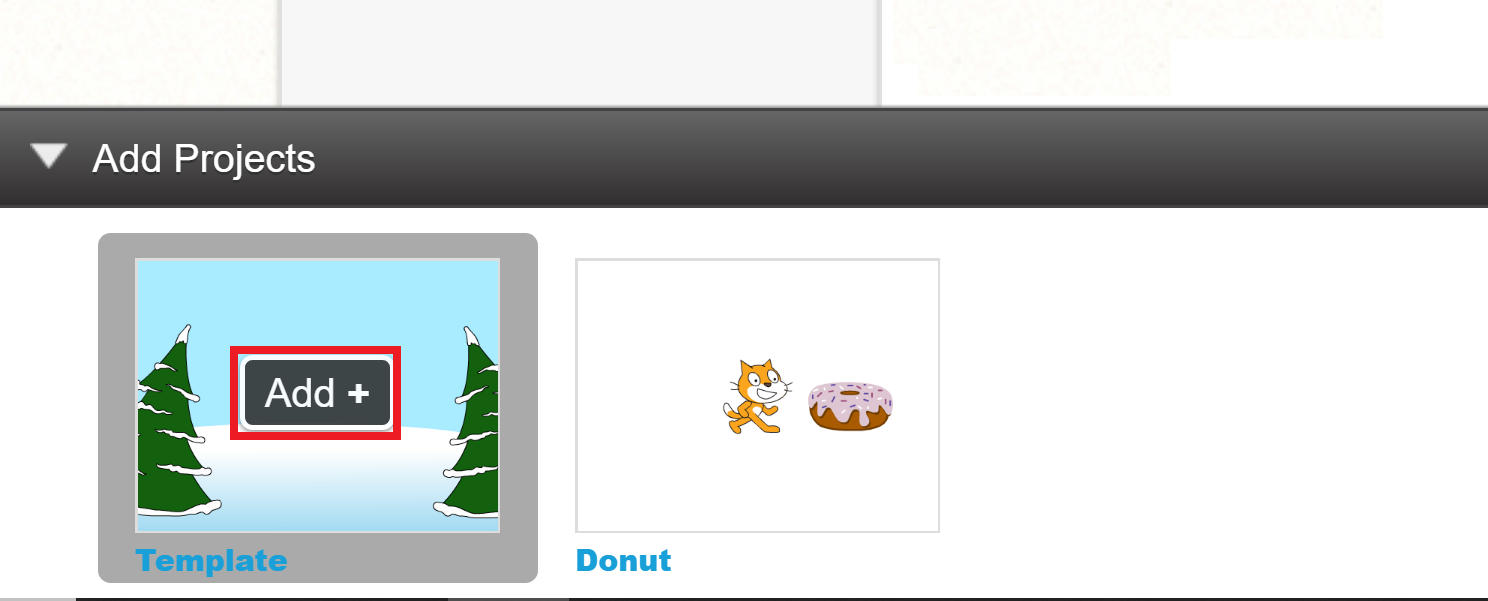
1. Select **Studios** and then select the displayed studio **UWG Hackathon 2020**



1. In the **Projects** tab, select the **Add projects** button:



1. At the bottom pf the browser window, you will see all projects you have shared. Click the project you want to add to the studio UWG Hackathon 2020.

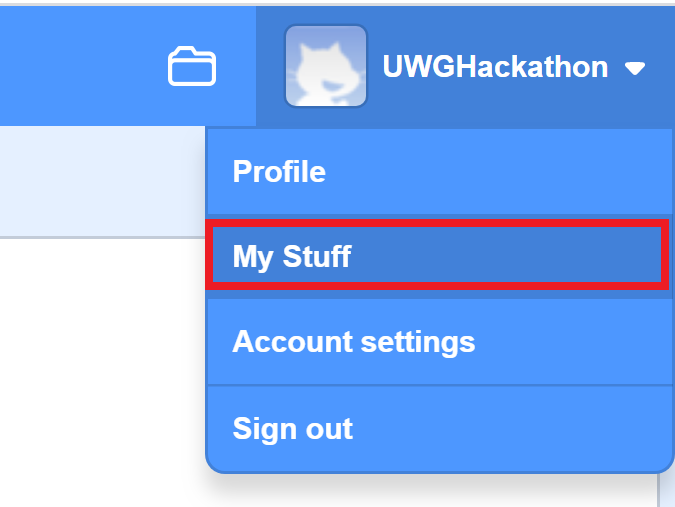


Or enter the URL of your project into the provided textbox.

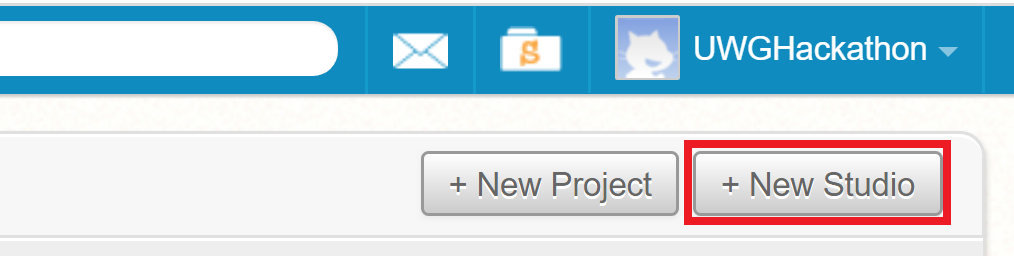
**Sharing Scratch Projects in Your Team**

You can also create a studio for your team to share projects with your team members:

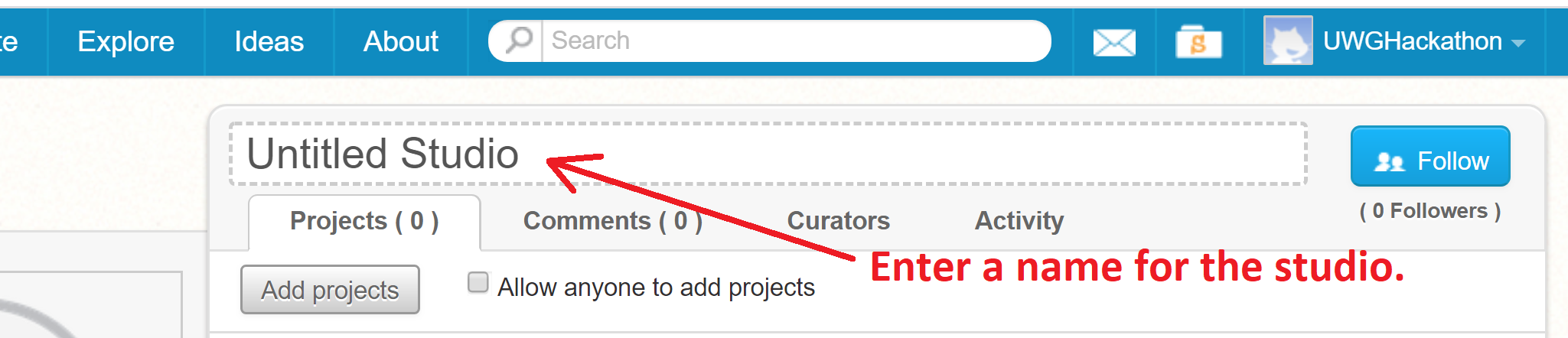
1. In your Scratch account, click on your Scratch username in the top left corner of the window and select **My Stuff** from the dropdown window.



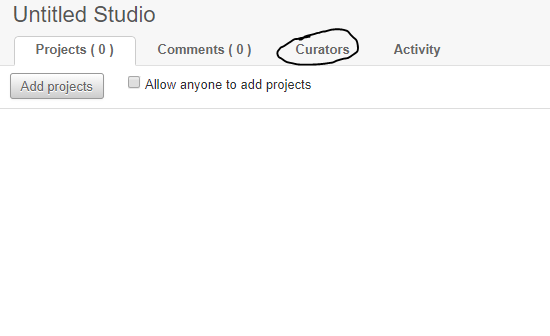
1. Click the **+ New Studio** button on the top left portion of the screen.



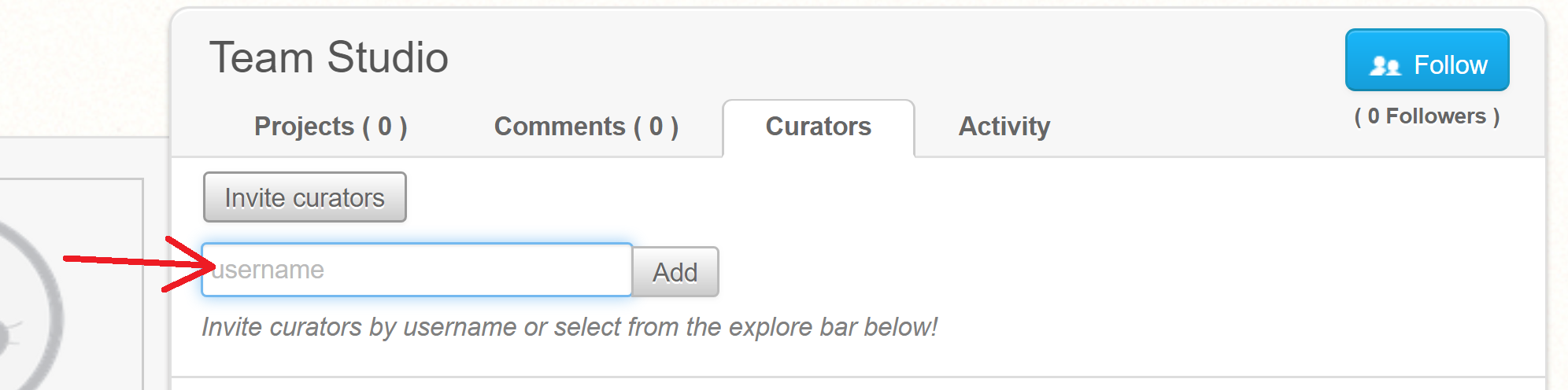
1. Click on **Untitled Studio** to edit the name to whatever you want.



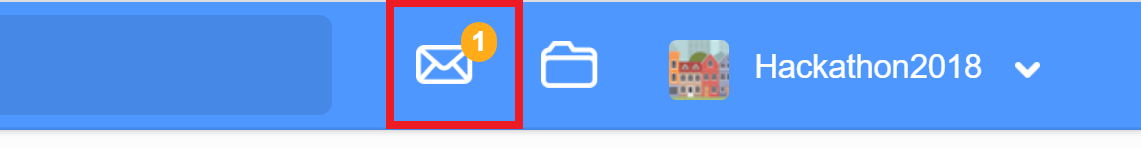
1. Then click on the **Curators** tab.



1. Click ‘Invite Curators’ button and enter the username of the person that you want to invite to the studio. The next steps are up to the invited user.



1. Users that have been invited click on the mail icon at the top of screen.



1. Click the invitation link in the message and then click the displayed link to accept the invitation.
2. Navigate to the studio. Now you can add a project following the same steps as adding a project to the UWG Hackathon 2020 studio.