**ACTIVITY: Game’s To Usb’s/Line Rider Comparison**

BY: Sam Germain

GRADE and CAMP: Grade 7-9, Codemakers (Love 2D)

TOPIC(s): Game Developement

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| TIME: 60 mins |

OBJECTIVE: To get games onto usb. Also to compare the line rider they built to the official line rider and try to get the kids thinking about how they would put the extra features in.

MATERIALS:

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SCIENTIFIC BASIS (learning outcomes - teach this):

PROCEDURE:

* Get the kids to open their How\_to\_put\_games\_onto\_usb\_sticks.pdf file. They can follow the instructions within this pdf to get their games onto usbs.
* If there is time get them to visit [www.linerider.com](http://www.linerider.com) and see the differences in this line rider. Try to get them to figure out what kind of programming they could do to achieve these distances.
  + For the red lines some code could be written that would be something like, if the rider is on the line, applyForce to the rider
  + For the green lines, you could have an if statement checking if green is true, and if it is, exclude creating a fixture for those line objects
  + When the line rider falls off the sled, you could have an if that checks the angle and position of the rider and if the angle is a certain value when the rider hits the line, then you create 2 objects(one rider and one sled) to replace the previous object and sled.
  + For the arms and legs, you can create multiple rectangles that must stay attached to eachother, but each will have their own center of gravity…