

CODEOPOLY

Programming made for kids

by Steven Bernas





Purpose:

- Influenced by classic board game Monopoly
- Introduces beginner coding concepts
- Targeted users are children
- Making coding fun and interactive
- Teaching simple coding basics
- Prevents children of boredom
- Uses capital letters
- No indents or symbols required for code blocks

Overview

Syntax:

- To declare and initialize Thing and Name using keywords MY and IS
- To declare and initialize \$200 payment from the bank to MONEY when passing go, keyword is PASS GO
- To declare conditioning statement keyword is IF
- To perform print statement keyword is SHOW

Semantics:

- String datatype
 - THING = GAME PIECE, MONEY
 - NAME = CAR, DOG, rest of game tokens
- Integer datatype
 - VALUE
 - 0, 121, 1358

Design

SAMPLE PROGRAMS

GAME PIECE

MY GAME PIECE IS DOG
SHOW GAME PIECE
MOVE GAME PIECE 10 SPACES

COLLECT PASS GO

MY MONEY IS 1575
COLLECT PASS GO 200 DOLLARS TO MONEY
SHOW MONEY

WIN OR LOSE

MY MONEY IS 1825 DOLLARS
SHOW CONGRATULATIONS! YOU WIN!
IF MY MONEY IS BIGGER THAN 1000
DOLLARS



Ecosystem:

- IDE Code Simulator
Visuals to describe how the program works
- YouTube Video Tutorials
Step by step programming
- Extension Library Templates
Users can select the programming difficulty level

Challenges:

- To keep functionality with simplicity of code
- Beginners trouble debugging code, need simple error handling

HAPPY CODING!!!

