

# Game Design with Codea Part 1

## Directions:

- Open Codea
- Select, **Add New Project**
- Add/Edit the following code (Steps 1 - 5) to your new project.

```
1  -- New Project
2  -- Created by: Grace Hopper
3  -- This program displays Hello World!
4
5  -- Use this function to perform your initial setup
6  function setup()
7      -- Setup display and drawing functions
8      supportedOrientations(LANDSCAPE_ANY)
9
10     print("Hello World!")
11 end
12
13 -- This function gets called once every frame
14 function draw()
15     -- This sets a dark background color
16     background(22, 22, 203, 255)
17
18     fill(240, 4, 44, 255)
19     fontSize(50)
20     font("AmericanTypewriter-Bold")
21
22     -- This sets the line thickness
23     strokeWidth(5)
24
25     -- Do your drawing here
26     text("Hello, World", 500, 400)
27
28 end
29
```

Handwritten annotations on the code:

- Step 1: A box around lines 1-3 with an arrow pointing to "# 1".
- Step 2: A box around lines 7-8 with an arrow pointing to "# 2".
- Step 3: A box around lines 16-20 with an arrow pointing to "# 3".
- Step 4: A box around lines 22-23 with an arrow pointing to "# 4".
- Step 5: A box around lines 25-26 with an arrow pointing to "# 5".

1. Insert two lines of **comments**: the name of the person working on the project and what the program is supposed to do.
  - a. -- notes to the programmer; start with two hyphens (or dashes).
2. Setup display functions: how the code will be displayed
3. Setup drawing functions: the objects to be drawn to the screen
4. Delete the function, `strokeWidth()`
5. Add the text object to be drawn to the screen
6. Run it!