PA Media and Design Competition Project
Summary/Narrative

ID # ___7448___   Project Title _____Learn to Code_____

1. Describe the project's objectives, vision, and/or overall purpose. Why did you choose your topic? What kind of effect do you want to have on your audience?

   The purpose of Learn to Code is to create a fun introduction to the basics of programming. I chose this topic since I saw my peers struggling with a programming exercise during computer club. I want my audience to learn that programming is not as hard as they may think it is.

2. List the software applications used to create the project. List any additional equipment (scanners, digital camera, etc.) used in the creation of your project.

   The applications used to create Learn to Code are Blender 3D Creation Suite, Visual Studio Code, and Pixelmator.

3. Provide a brief description of the process used to create the project including the amount of time spent creating it and the names of all contributors.

   I used a well thought out process to create Learn to Code. I started with an idea document. Next, I started playing around with Three.js (A 3D Javascript Library). I also had to learn HTML, CSS, and Javascript. I created the project in around 12 hours over a 2 month time period. I spent 1-2 hours at a time working on the project.

4. List any templates you may have used, altered, or modeled your project after, and describe the changes you made to adapt it to your project (if you did not use any templates, put Not Applicable).

   I started with a Three.js example project to render the world, character, and other assets. I used parts from this example and adapted them to work with my own project.

5. Cite **ALL** sources of information, audio, video, images, etc. used in your project, including your own work. For any element that is not your own original work and/or owned by someone else, written permission from the copyright owner is **REQUIRED** and should be attached.

   Open source MIT licensed Three.js example code and assets.
   Open source MIT licensed Tween.js.
   Custom character made in Blender.
   Code Examples from Stack Overflow

6. Provide any additional information the judges should be aware of while evaluating the project.

   I used professional development practices including Github, automatic code formatting, and automated deployment.

If necessary, provide any information judges will need to know in order to operate/understand the program, or provide a step-by-step tutorial. Please make sure all passwords are removed from the computers to ensure the