**LEADERSHIP DAY SCRIPT**

I’m Thomas Tomlin, I’m 14 years old and in year 9. I go to Hampton school and I used to go to Hampton Prep, which was Denmead at the time. I’m doing a project about designing simple games hence I am here to talk about them to you. This presentation today is part of my project, so by being here you are helping me with my work.

Who has or does play video games? Here are the types of games that there are, there is First person – meaning you see out of the eyes of your character. Third person – where you see the character but control them. Arcade – a simple game which is repetitive and contains levels. And puzzle – where you solve problems. Here are some examples.

Does anyone play or know any of these games? Video games can make someone a lot of money. A popular game can make someone very wealthy. For example, Mario has made $100 billion, that’s a lot of money. So, if one of you made Mario, you could give everyone in this room 1 chocolate bar every day of the year for at least 11million years! That’s almost as long as humans have existed!

When making a game, there are also many things to consider. You need to know about your audience. This includes their age: are you making a game for children, young teens, students, or even adults? Then what gender? Generally, boys and girls like different things, so who are you aiming the game at? You need to know about updates. Are you going to develop your game? Is there room for improvement? As you learn more and more code, you need to be able to put that into your game. Then can you advertise it? You need to make sure you can show your game to other people because you want people to like it.

Now onto languages. I’m going to give you some languages and I want you to tell me if they are coding languages or spoken languages. [Run through each language]. Do any of you know any other coding languages, or done any before? [write on board]. There’s also Python, C++ and many, many more. Different languages are used for different things too such as python is used for games, and SQL is used for making a database.

Finally, you need to know what medium you will make your game for. These include phones, console – such as Xbox, PlayStation or the new Nintendo Switch- or computers. Put your hand up if you play on [your parent’s or your own phone]/ [a console like a DS or Xbox]/ [on a computer, at home or even at school]. Different games are better on certain platforms. Do you all know Angry Birds? Angry Birds is the most popular free to play game on phones ever, worth nearly $3billion. Although if you put it onto your PlayStation, the game would be extremely boring and bad. For a game like Minecraft, the game has been adapted so it can be played on phones and consoles.

I am now handing out a questionnaire which I have written for you. This is to find out preferences that you have. Take your time answering it and make sure you answer each question. When you have finished, bring your questionnaire up to the front and you can have a couple of Haribo’s or Wine Gums. After this we will proceed to the activities. Again, do not rush, everyone will get the same number of sweets when they finish.

Today I am going to help you with your learning of JavaScript which I’ve heard you are learning. We will try to use the skills you have learnt on Khan Academy. If you could log on to your computers now and go on Khan Academy, then just sit and wait once you have done so…is everyone done? Go to computing and scroll to the bottom of the page then click on New Java Script Program. Again, stop and face me when you are done…is everyone done?

Today we are going to be making a small animation. This will follow on from the work you have done in lessons on JavaScript. You will begin with a ball, which will travel across the screen, then stop at the side and say “OUCH!”. This will test your skills of making shapes, colouring in, movement, text and if functions. If you wish, you can go on to try this by yourself in a minute, but I am going to help you out through the lines if you are not so confident.

First, we need to assign the variables. We are going to need an x value. For now, we will set it to 200. Our second variable is the speed, we can make this many different things, but 2 is a good number to have it. Now we need to make a function. Draw the function and open the first bracket.

Next, we want to make the background and our ball. Make the background any colour you want, we can come back to it later if you want to try some more colours. Now to make the ball we want to make the colour with fill, and again, any colour of your choice. Going after the fill, we should make the ball, we use ellipse, followed with our X variable, comma 200. This means the ball starts in the middle. Comma our width then our size. I find it is best to use the size 30 comma 30. We need to make the circle move. That means it the ball’s X position should change by the speed each time, this moves the ball across to the right of the screen.

Now the ball moves forever. We need to make the ball stop with an If function. Make the if function. We need to find the point where the ball is touching the edge. This means if you wrote ellipse(x, 200, 30, 30) like I did, the number will be 380 as shown. If you wrote ellipse(x, 200, 50, 50) then you will use 370. If you do not know the correct number to use for your ellipse, put your hand up and I will go around the class to tell you…

At this point, when the ball touches the edge, the ball needs to stop moving. Therefore, we need to change our speed variable to 0 here. So that the ball cannot move any further. Now that the ball has stopped, we can make it say “OUCH!”. Make the new fill with whatever colours you want again, then create the text. For now, it should say text(ouch, 200, 200, to put it in the middle, width, height). Now finish off your program by closing the if function with a closed curly bracket. Then end your function with a closed curly bracket and a semi-colon.

Check to see if your code works. Is there a problem present? Try to solve it first, then if you are still confused, just ask and I can help. Once your program works, ask yourself if it looks good. If you want, you can change the colour of the background, the ball and the text. Maybe you could make the ball move faster by increasing the speed variable? Maybe you could make the ball say, “That hurt” or “Oh no” rather than “Ouch”. When your happy with your project, you can help the person next to you if they need some guidance.