Casters & Coders

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Problem Statement

Learning programming with little to no background knowledge can be a difficult mountain to climb, so we set out to create a game which:

- Has coding as a main gameplay mechanic

- Teaches basic programming concepts

- Requires little to no background knowledge

- Gamefies programming

- Makes learning more fun and less frustrating

Design Context

Public health, safety, and welfare:

- ❖ Being accountable for player's welfare
- ❖ By warnings user of potential flashes of lights

Environmental:

- ❖ Other than electricity
- ❖ No significant impact on environment

Global, cultural, and social:

- ❖ Our game is not directed at any culture group
- ❖ The game will be entirely in English

Economic:

- ❖ Programming is in high demand in our modern society
- ❖ By teaching programming we broaden the players' skillset

Design Exploration

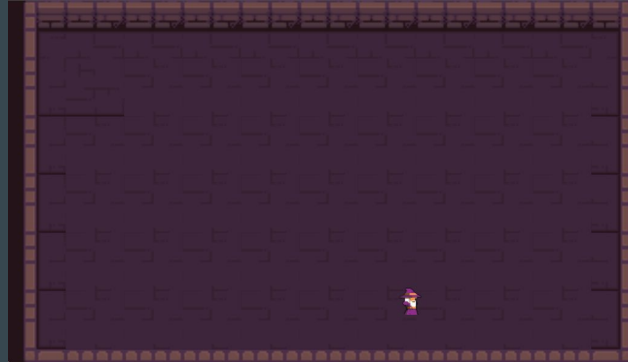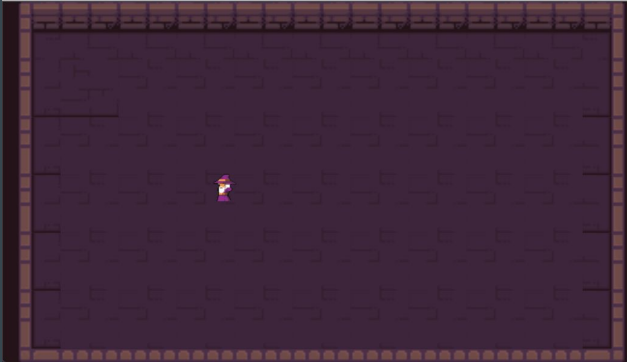| LANGUAGE	ENGINE	GENRE
Python	Unity	Puzzle
JavaScript	GoDot	Metroidvania
Kotlin		

Proposed Design

- 2D, Top-Down, Sprite video game

- User control a sprite character by using their keyboards

- There will be rooms that user can interact with to complete given puzzles

Design Analysis

Storyline

Harder challenges

LeetCode

The End

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