

Class A – Project 1



PROJECT

«PROGRAMMING WITH KODU»



PROJECT THEME	<p>MSKodu is a programming environment that gives user the potential to explore the fundamentals of programming inside a friendly and handy environment in which the user can build 3D games. MSKodu environment was developed by Microsoft and was firstly introduced on summer of 2009. It has been translated in many languages (the Greek language included).</p> <p>In this project you have to create a multimedia 3D game using the programming environment of MSKodu. Use your imagination in order to create an interesting game with a challenging story and a moderate level of difficulty. Also, use your inspiration and programming skills to create an impressive world and program the behavior of your heroes to react correctly to your actions.</p>
RECOMMENDED ASSISTANCE	<p>MS Kodu Official Web Site: http://www.kodugamelab.com Video Tutorials in Greek & English: http://www.koduplay.gr Teacher's Web Site: http://www.zioulas.gr (Kodu Tutorial) YouTube Tutorials for MSKodu</p>
IB CRITERIA	<p style="text-align: center;">Global Context : Scientific & Technical Innovation</p> <p><u>Inquiring & Analyzing</u> (scale 0 - 8)</p> <ul style="list-style-type: none"> ▪ Explain your game (story, scenario, objectives, risks, buttons etc.) (2/8) ▪ Describe your game characters (basic heroes, allies or enemies, objects etc.) (2/8) ▪ Present a set of snapshots that describe efficiently your game (2/8) ▪ List a group of similar products that inspired you in this project (2/8) <p><u>Developing Ideas</u> (scale 0 - 8)</p> <ul style="list-style-type: none"> ▪ List alternative ideas (at least 2) or game plans to develop your final product (2/8) ▪ Present a set of snapshots that describe efficiently your alternative ideas (2/8) ▪ Select one of them to be implemented to your final product (2/8) ▪ Explain your selection with appropriate and convincing arguments (2/8) <p><u>Creating the Solution</u> (scale 0 - 8)</p> <ul style="list-style-type: none"> ▪ Explain your research plan (steps, team strategy, roles assignments) to create your final product (1/8) ▪ Use the techniques of MS Kodu efficiently to create your game. Justify any possible changes you have made in relation to your plans (5/8) ▪ Demonstrate efficiently your game in class (2/8) <p><u>Evaluating</u> (scale 0 - 8)</p> <ul style="list-style-type: none"> ▪ Evaluate the success or failure of your final product (1/8) ▪ List 2 positive and 2 negative points of your work (4/8) ▪ Report any difficulties or problems you encountered during this project (1/8) ▪ Provide a few proposals that would improve your final product (2/8)

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FINAL PRODUCTS	<ul style="list-style-type: none">▪ MS Kodu Game (.kodu2 file) This file includes your game in executable format.▪ Final Report (.docx file or .pptx file) This file includes your game description (scenario, heroes, snapshots), your alternative designs, the justification of the selected design as well as your roles and assessment. <i>Each team must submit a folder with all the necessary files (.kodu2 and .docx/.pptx). This folder should be named with the last names of all team members.</i>
GENERAL COMMENTS	This project contributes 50% to the grade of the 2 nd semester. All students must do this project in personal or in groups of 2 .
DEADLINES	Submission until Friday 16/02/2018 – Presentation Tuesday 20/02/2018 (class A3) Submission until Friday 02/02/2018 – Presentation Thursday 08/02/2018 (class A1)

FINAL PRODUCTS OF PROJECT

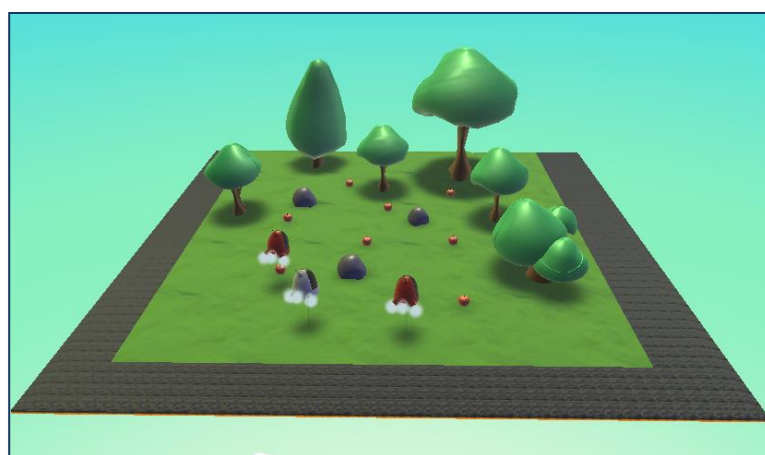
FINAL REPORT



- Scenario
- Heroes
- Snapshots
- Designs
- Selection
- Roles
- Evaluation

Use an MS Word (file .docx) or a PowerPoint (file .pptx)

GAME



Use MS Kodu (file .kodu2)