

**Team #3**

Evan Gofourth  
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Jacob Pfeiffer  
Elena Zavala  
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**Project Name:**

Code Clash

**Project Synopsis:**

A site for kids to start learning basic programming logic in a player versus player game, where they can program their own bots (spaceships!).

**Project Description:**

There exist a plethora of online educational programming tools for kids with an interest in programming to learn. However, there lacks a concrete goal to the educational tasks. Learning for the sake of learning fails to captivate the attention of children for long enough to make *real* progress. Code Clash seeks to resolve this issue by providing new programmers with a Visual Programming interface that makes writing a program *easy*. Once a user is done writing a script, they attach it to a unit in a 2D grid based game and see how that unit behaves. The player's units (that behave according to scripts written by the player) will compete head to head against other players and their scripted units in an online arena. This way competition motivates the player to learn and write better scripts, rather than a dull prompt that demands the user complete a programming task.

**Project Milestones:****Fall:**

October 26: Project Proposal

October 26: Project Proposal Video

November 20: Have a single player working proof of concept (something that works, if clunky)

**Spring:**

Feb 28: Implement two player networking

April 15: Have multiple bot commands made and implementable by the player(s)

May ?: Deliver final working product and finish final project video

**Budget:**

Item: Unity API/Software	Projected cost: \$0
Item: Mirror Software (Unet copy)	Projected cost: \$0
Item: Professional Artwork	Maximum Budget: \$50

**Work Plan:**

Evan Gofourth	Unity/Mirror lead engineer
Jacob Pfeffer	Frontend and backend engineer
Katharine Wu	Frontend and backend engineer
Alicia Zavala	Frontend engineer
Elena Zavala	Frontend engineer