



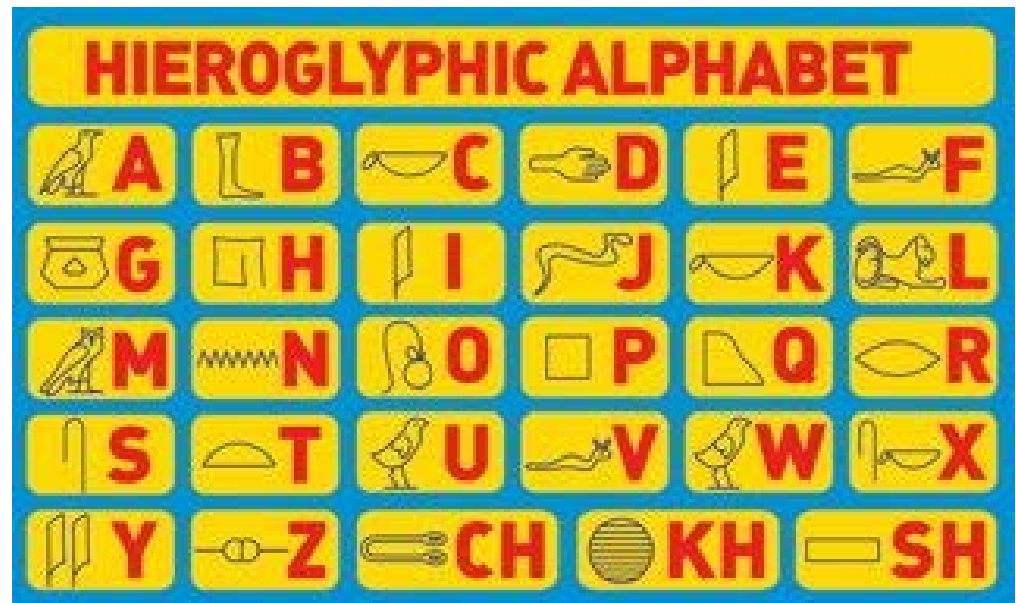
FLORIDA POLYTECHNIC
UNIVERSITY

Gaming Storyboard

Education Outreach

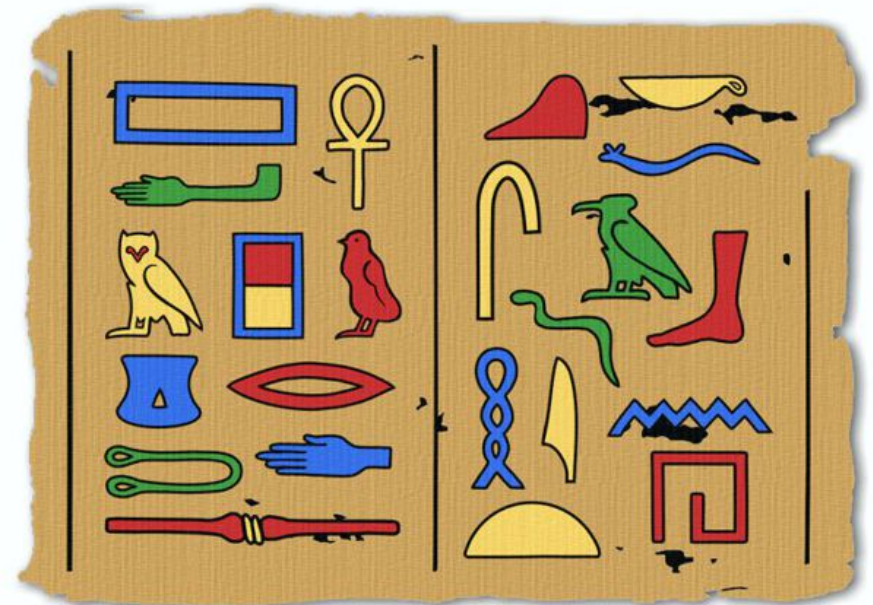
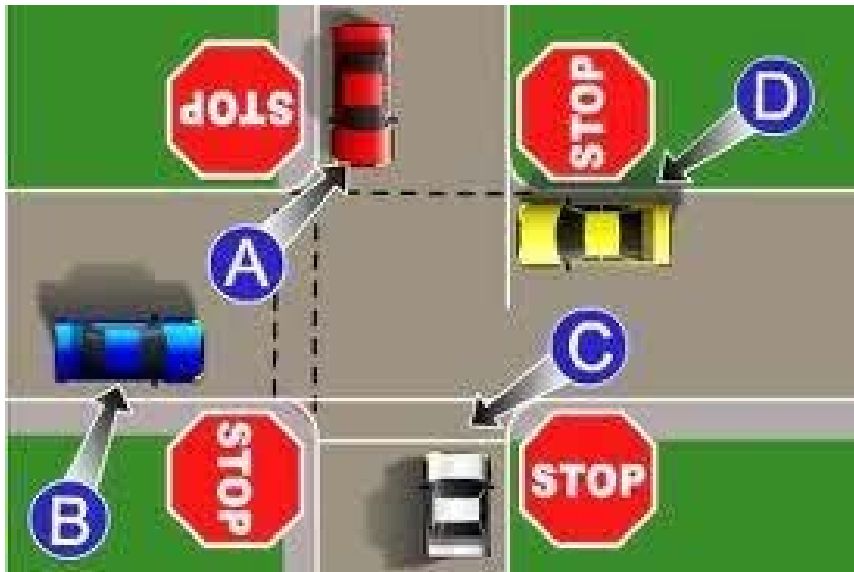
Coding

- **Coding** the process of assigning a name to something for the purposes of classification or identification.
 - The letters and words that make up a language
 - Usually represented by a single word or symbol



Programming

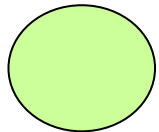
- **Programming** is the process of creating a set of instructions or language that tell a computer how to perform a task.
 - Take the code, create a series of instructions and directions so that your robot, program, game, etc. will do something.
 - Think about an experiment... The program is the step by step directions of the procedures to make sure that the steps can be repeated.





Creating the Code

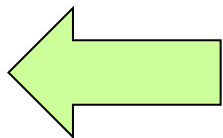
- First you have to create the code. What numbers, symbols or letters represent your language?
- Movements (up, down, back), colors, words, actions (jump, collect) have to be coded.
- For example:



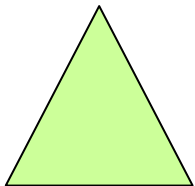
Move Forward 1



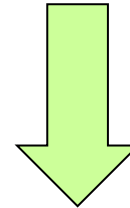
Move forward 5



Go left



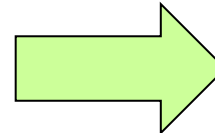
Pick up item



Move down 1



Move up 2



Go Right







Jump over 1 space

Creating Your Code

• For example:



Create your Code:
Symbol and Command

 Move forward	 Jump	 Move forward 5	 Move left 1	



Creating your Program

- You now need to use your code to create the program or directions
- Typically we start out “low tech” by creating a blueprint or a story board.

Display



- Once we decided where we want to start, where we want to go and how we want to get there we map it out.
- Reverse engineering is very important during this stage as well. Going backwards helps us understand the steps we took to go forward.



Program: What do you want done?

Start ×

Display

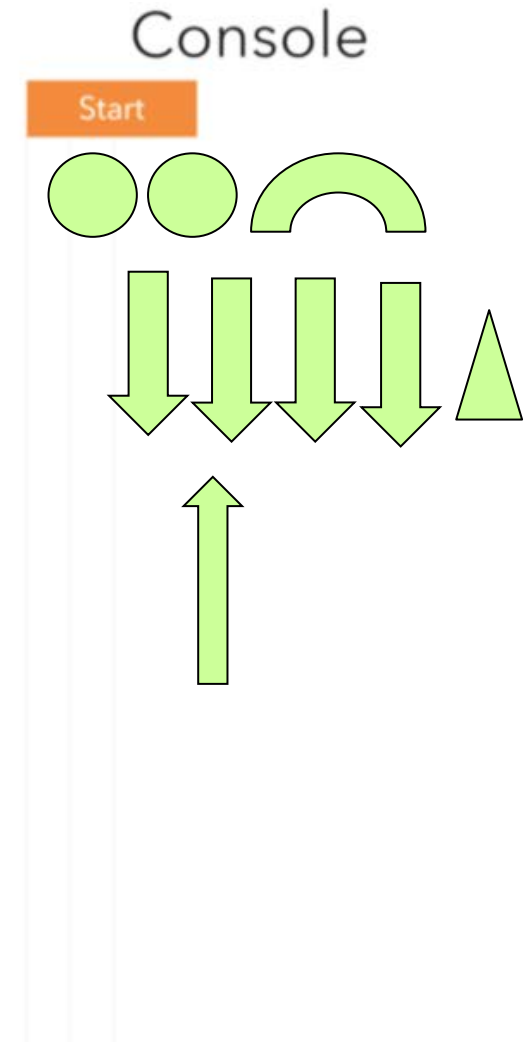


Finish ×





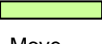

The Program

- **Goal:** create directions using the code you created so the program will get the user/player from the start to the finish. They get hungry along the way so they need to fuel up with the hamburger and candy but do not like vegetables, so you have to find a way to avoid the broccoli. The program should end at the finish. Place your coded directions in the console section of the activity. You can direct the program to make one move at a time or a series of movements. A “new thought” or next set of directions go on the next line of your console.



Completed Program

Create your Code: Symbol and Command

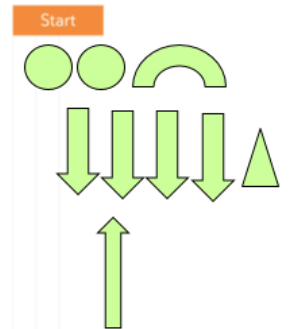
 Move forward	 Jump	 Move forward 5	 Move left 1	

Start ✖



Finish ✖

Console



1. Create your Code

2. Create instructions

3. Use your code to program the instructions

4. Test your work, switch with another team to see if your program works the same for them.