CompSci 94
Classwork: Build Click a Panda Game
October 30, 2018

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Objects in the world

- Ground – any ground
- Quadruped
  - Lots of pandas, one alien Robot
- Props
  - Bell
Click-a-panda Game Description

• The game has 3 or more pandas, spread out on the ground and a bell in the top right corner.
• The player is prompted for how many pandas to click on. (The player must type in a number between 2 and the number of pandas)
Click-a-panda Game Description (2)

- The bell welcomes the player to the game and tells them they must click on a specific number of pandas (the number they entered).
- The bell says to click on it to start the game.

Welcome to the Click a Panda game
Try to click on pandas at least 4 times

Click on me to start the game
Click-a-panda Game Description (3)

• The player clicks on the bell.
• The pandas all drop down below ground and the number 0 appears in the top left corner.
Click-a-panda Game Description (4)

• The **panda heads** then randomly pop up to the ground (only one at a time) and then drop below ground.

• The player tries to click on them. If they get a panda, 1 is added to the number displayed.
Click-a-panda Game Description (5)

• When the player clicks on the specified number of pandas, the pandas stop popping up.
• An AlienRobot comes down from the sky to the ground and tells the player that they did great!
Group Work

• In a group of 3 or 4 discuss how to set up this game by discussing the following questions.

• Don’t write any code yet! Just discuss how you would design this game
Question 1

• What things would be good to keep track of? These could be variables, properties, arrays?
Question 2

- Any functions or procedures that would be helpful to write?
Question 3

- Outline which events would be useful to have and the flow of the program? Which parts of the program would be in myFirstMethod vs in an event and which event? Consider the timing…