

Three Thing Game@School

Welcome to our Three Thing Game@School event. We hope you'll have fun. We've been looking forward to it. Here are a few notes to get you started. If you want an answer and it isn't on these pages, just find someone and ask.

How do I get started?

Logging In

To write Python programs you first need to log in to the computer. Here's how you do it:

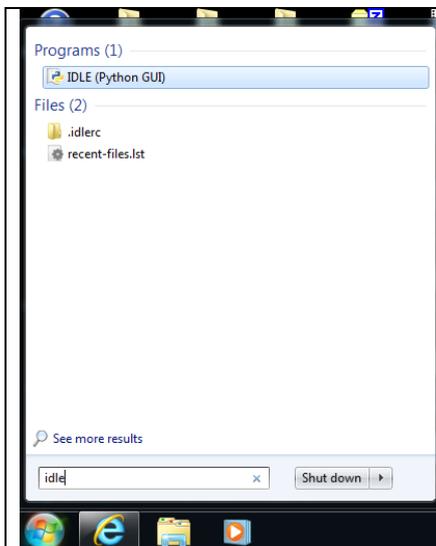
Your Team Username is in your registration pack.



1. Move the mouse to wake up the computer.
2. Press and hold the CTRL and ALT keys and press the DEL key (like it says on the screen)
3. Click the box above the "Other User" in the middle of the screen.
4. Carefully enter the username and password that you were given. Make sure you type it **exactly** as it is printed on your team sheet.
5. Click the Right arrow next to the password box to log in.

Starting Python

We are going to use an environment called Idle to create our programs. Here is how you get IDLE started.



1. Press the Start button. The Programs menu will appear.
2. Type idle into the search textbox at the bottom of the screen.
3. Use the mouse to select IDLE from the top of the Programs menu.

How do I get the Sample Programs?

If you want some sample programs (and some exercises) you can find them at the "Wrestling With Python" web site:

www.wrestlingwithpython.com

There are some cheese and cracker games you might find useful.

How does our team work together?

You are all using the same team login for your work. You can all put files on the Windows Desktop and then they will appear on the other machines.

Remember that this means your team could be in trouble if two members try to use the same file at the same time. Make sure you agree amongst yourselves who does what.

If there is one thing that makes a team a winner it is that the whole team are working at the same time, and everybody knows what they are doing. Perhaps you might like to elect a “Project Manager” for your team who will tell you all what to do. Take in in turns to do this if you all fancy a go at being in charge.

How do I Make a Game?

Start with something simple (perhaps one of the sample games) and then modify it and add new elements. It is much better to build your program “one idea at a time”, rather than trying a “big bang” approach.

You can change the images for the game elements, add new ones and change what happens when they update.

How do I get Help?

Just ask. We have loads of folks coming along who will be happy to give you a hand. Remember that they aren't there to write the programs for you, but they shouldn't let you get stuck. Just put up your hand and holler, we'll be along to see what we can do for you.

How does the Judging Work?

The judges will come along and take a look at your game in the afternoon. They will be expecting you to demonstrate it, so be prepared when they turn up.

Pro Tip: Have one of the PCs on your row permanently set up with the latest version of the game running on it, so anyone can come along and have a go. The machines on the end of each row are the ones that have sound output enabled, so they would be a good one to use for this. Then anyone can come along and play your game, and when you get bored you can go along and look at games from other teams.

The judges will be looking at three things – well, it is “Three Thing Game” ☺ :

1. How well you have used the things that you selected for your game (make sure you tell the judges where each thing fits in).
2. The “fit and finish” of your game. Can you play it to the end? When the game finishes does it start again? Is there a menu screen? Are the graphics tidy?
3. Is the game fun to play? When you finished one game, do you want to play again?

Your presentation will be recorded (there will be a cameraman with the judges) and we will use this in the finalist presentations at the end of the afternoon. The plan is to put the videos up on the ThreeThingGame site for the world to see your awesome game. If you don't want to be in the recording let us know beforehand and we'll respect that.

How do we win?

Make the best game, but then make sure your team sells it to the judges. Have a presentation routine prepared and practice a few times. Remember the judges are only going to be with you for a

few minutes before they have to go on and judge the next team, so you need to make every second of your presentation count.

If it takes ten minutes of gameplay to get to the next level, add a “cheat key” that skips directly onward, so you make sure you can show it off.

What happens at the Finalist Presentations?

We will transfer to the Large Lecture Theatre in Applied Science 3 building and all watch the videos of the top six teams from the first round of judging. All the judges will be on hand to ask the teams questions about their game. At the end of the presentations the judges will go off to deliberate and we will award the “People’s Choice” award.

Then the judges come back in and give awards to the teams they were most impressed by, and then we all go home for tea and cake.

How does the People’s Choice Work?

We have set up a survey on SurveyMonkey:

<https://www.surveymonkey.com/s/HCJ5P97>

You can use this to fill in scores for the games made by other teams. During the finalist presentation we’ll pull up the survey and take a look at the results. The highest scoring team gets the prize.

Please don’t vote for yourself. To help you record scores as you go around the room, we’ve put a table at the end of this document.

Do we get food?

We will be supplying everyone with a mid-morning snack and a packed lunch so that they can decide to eat while they work or perhaps take theirs and have a wander around the campus. We will be arranging for vegetarian lunches for those who have indicated this preference on the team registration form.

What’s the Timetable for the Day?

The timetable is attached to this document.

Where will the pictures end up?

We’ll be taking pictures during the event and we’ll be putting these up on Flickr with the hashtag #threethinggame. You’ll be able to find them via the Three Thing Game website. If you’d rather not be in the pictures, tell us and we’ll respect that.

What if I get Bored Writing Code?

This can happen, even to the best programmers. We have some “breakout” presentations that you can sign up for, ask one of the folks in the lab for details and well take you for a wander around the department and show you some of our research and what our students get up to.

What’s the Snake for?

Since we are all using Python, we thought you might appreciate a Snake team mascot. You must give him/her/it a name and he can help you with the presentations if you like.

Rob Miles

Three Thing Game@School

Event Programme

The event will be run out of our Fenner Computing Suite which is on the ground floor of the Fenner Building on the University of Hull Cottingham Road site. For the final presentations we will transfer to the Large Lecture Theatre in Applied Science 3.

The final event will take place on Tuesday 15th July.

Timetable

- 9:00 Start: teams arrive and set up in our labs
- 12:00 Lunch: Packed lunches and a chance to wander round the campus
- 15:00 Judging Starts: teams of judges make a pass through the teams. Each team will have three minutes to present their game to the judges. The presentation will be filmed for use in the final judging session.
- 16:15 Tidy up the Fenner Computing Suite and transfer to the Large Lecture Theatre in Applied Science 3.
- 16:30 Final Presentation: We will all watch videos of the top games and the judges will pick the winner in the various categories. While the judges are deliberating we'll announce the winners of the people's choice awards.
- 17:30 Head for home

