



## CONTEST / ACTIVITY: PROGRAMMING

**TOPIC:** Creating a Covid 19 video game

**PERSON IN CHARGE:** Rodrigo Egido

### **PARTICIPANTS:**

Students from 10 to 16 years old.

1 team per school and / or category made up of a maximum of 3 people.

### **MODALITY:**

Presentation of a video game with the theme of COVID 19, programmed by using blocks or by using a text-based programming language.

### **OBJECTIVES:**

A final product must be presented. The jury must be able to execute (play) it either from a web page or by downloading the corresponding App (which must be compatible with the OSX or iOS).

### **FORMAT:**

There will be 2 different categories of participation:

- Block programming: Tynker, MakeCode, Scratch or similar. The result must be able to be executed via a web link.
- Text-based programming: SWIFT, Java, Python, etc. The result must be executed on a device or through a web link.

### **ASSESSMENT:**

The jury will assess the completion of the final product with the proposed topic (COVID 19), according to the following criteria:

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- Gameplay based on the number of screens or levels.
  - Ability to solve problems related to the pandemic. For example, identification of masks, safety distances, etc.
  - Design of the graphical interface.
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