



DungeonBots



> The Coding Education Game

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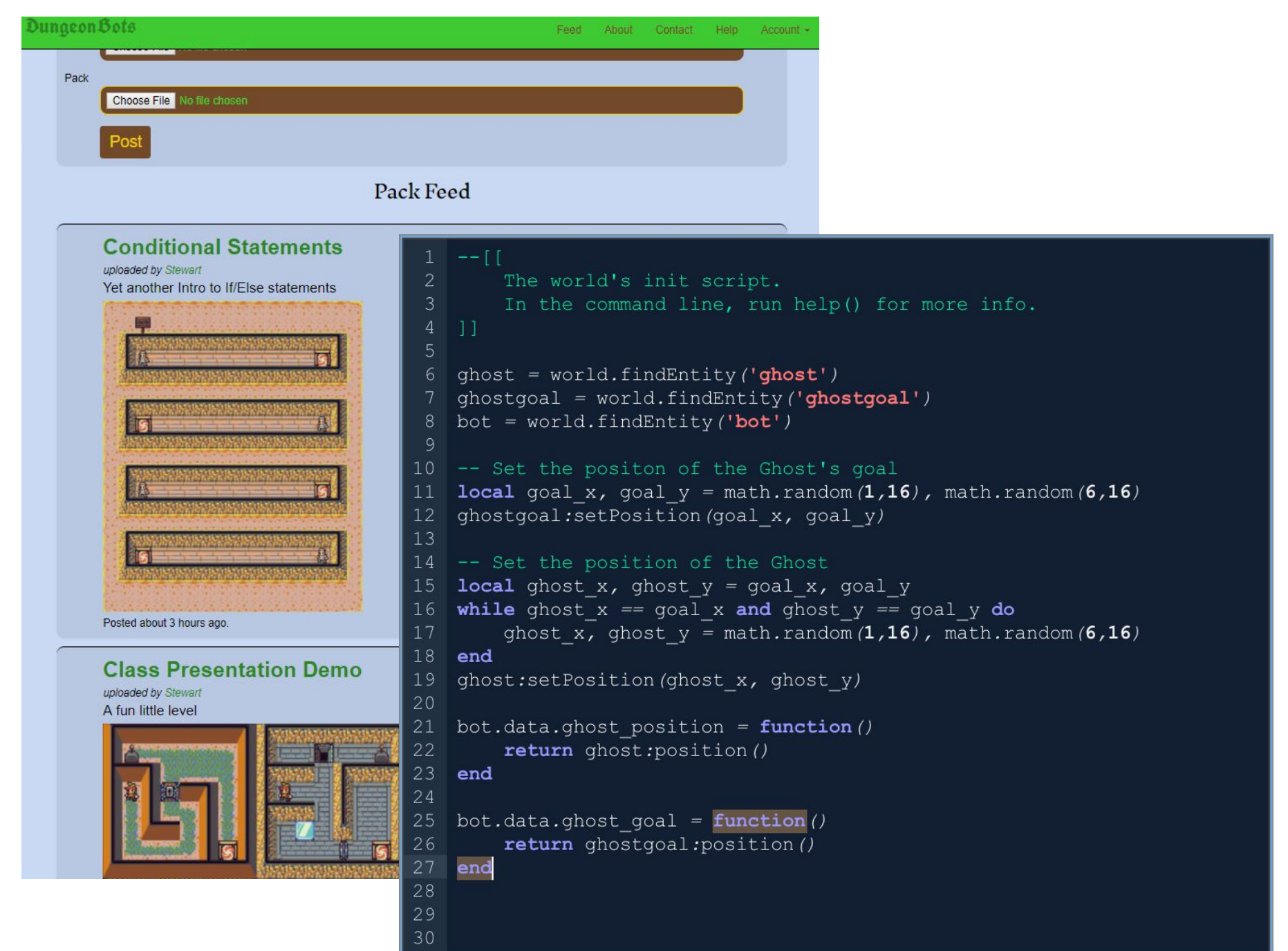
Abstract

DungeonBots is a fun, powerful gaming platform that facilitates coding education, allowing educators to write make game-like lessons that demonstrate programming principles.



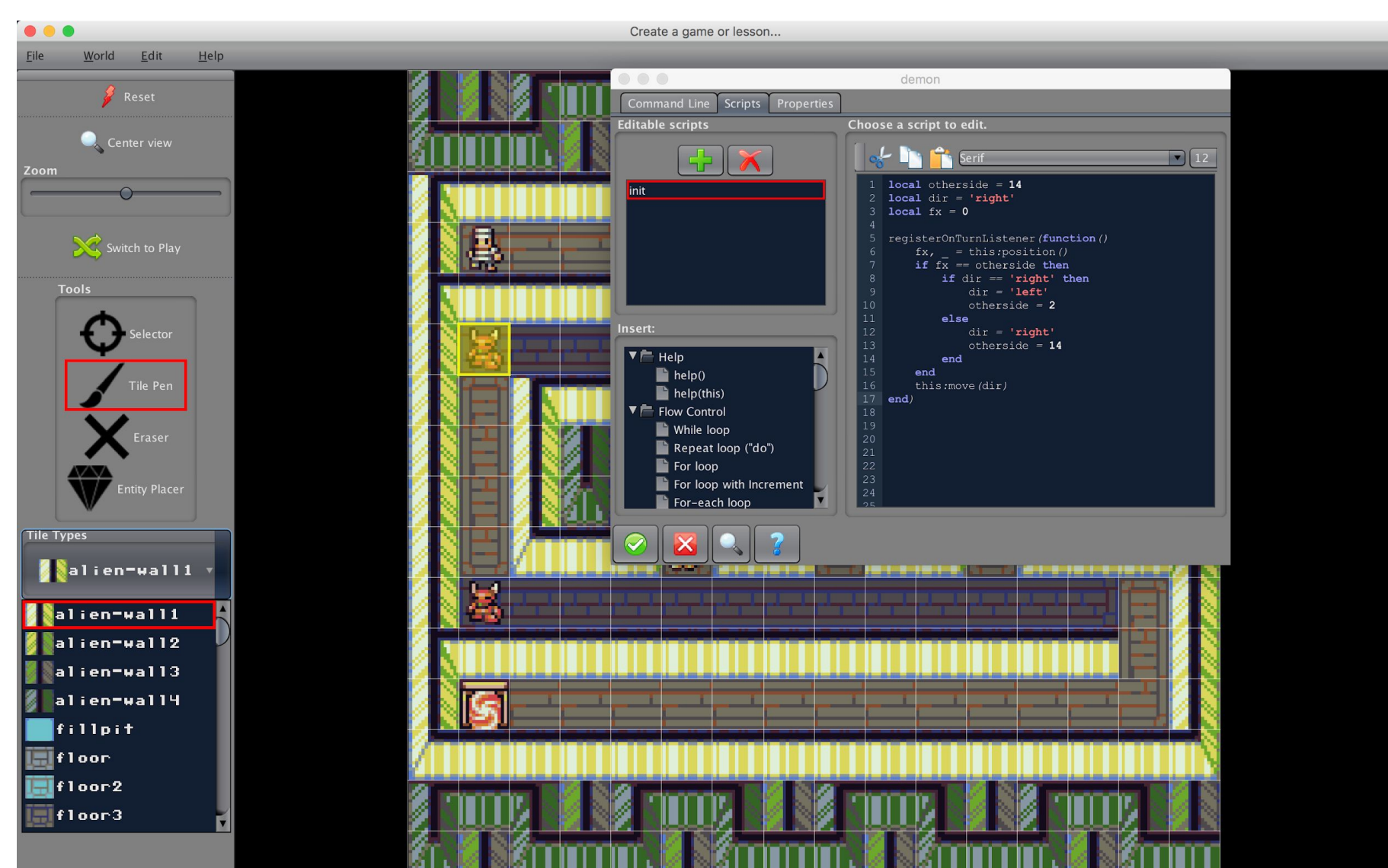
Goals

- Give level authors and educators an intuitive, flexible, and powerful development environment
- Provide players and students fun and exercises that also teach programming principles
- Make a community space that facilitates sharing of games among players and teacher-to-student



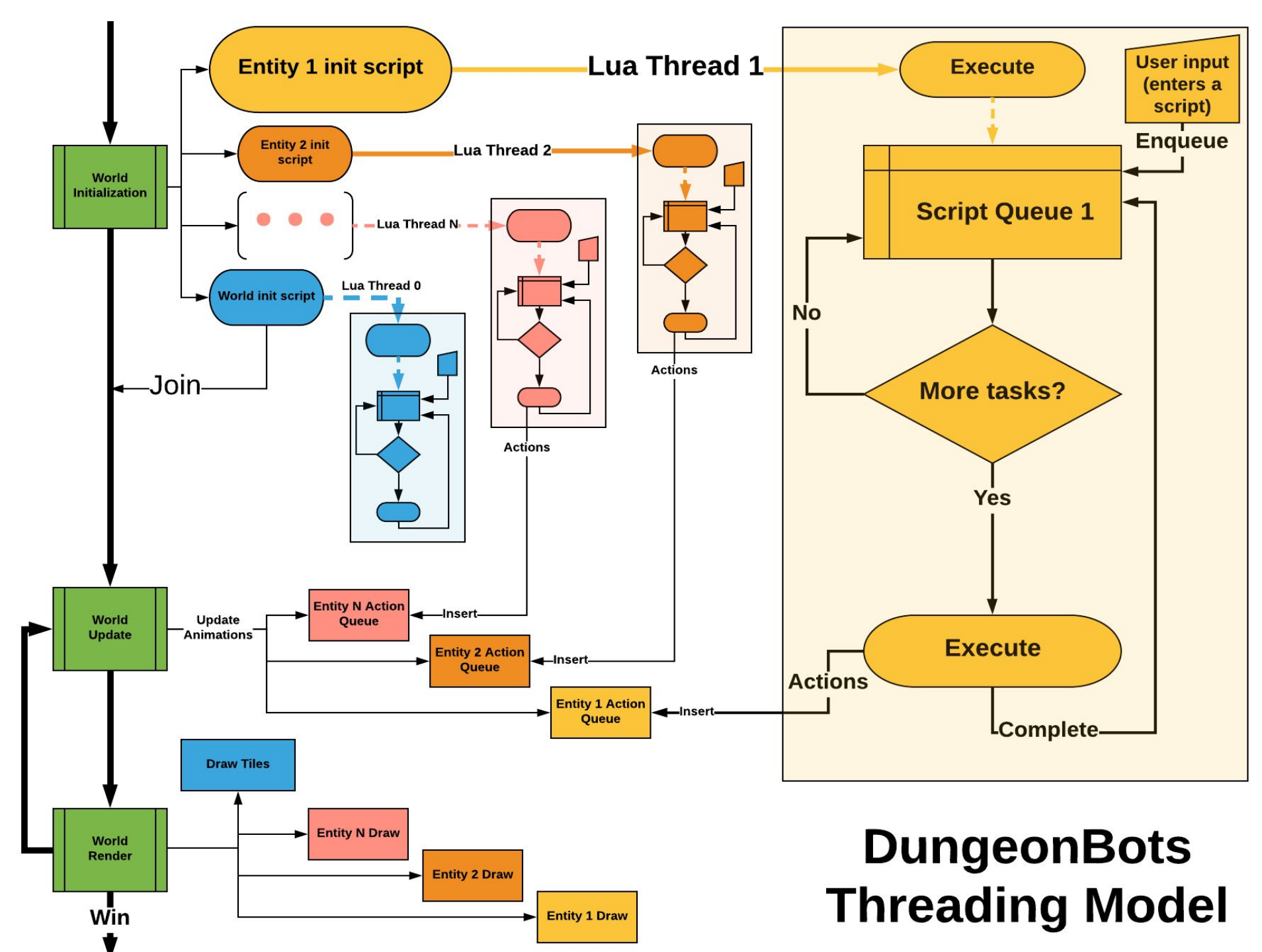
Key Features

- Level editor is a powerful tool for hobbyists and teachers to create unique programming challenges
- Game is a visually appealing environment for solving challenges, and is customizable so the game can respond to key presses, command-line scripting, or runtime scripting
- Community facilitates in-game downloads of lessons, links users to follow each other, and allows publication of new lessons



System Design

- Built on our custom Java game engine
- Has a highly concurrent architecture
- Designed for integrated Lua scripting support



Utilized Tech.

