AP Computer Science – Unintend'o Controller Project

Students will be creating their own video games similar to famous ones already out on the market. Students will develop a Scratch program that acts as a devise driver for a video game controller interface. They will be using binary patterns and language.

Sounds techy right? IT IS, but these students will be coding and creating all the movements and controlling capabilities used in current and historical video games such as "Space Invaders," "Frogger," and the ever lovable "Mario."

"There are 10 types of people in this world: those who understand binary and those who don't." – Unknown

If you understand this statement then you are one of the two categories. And if you don't, you are still one of the two categories. Just ask the students and they will explain.