

WRITTEN REPORT  
Century Dash

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## Description

Century Dash is basically a scratch game which is suppose to educate whoever plays that game about HCI's 100 years of history.

We believe that the best way to learn is by having fun, and by actively engaging and interacting with the content.

By the first evaluation, we were faster than what we had planned. We were up to our schedule and everything is done for our plan.

By the 2nd evaluation, things started to get a bit slowed down because of the examinations and the tests that we have to juggle with alongside PW.

Thus, our progress were greatly affected by this and the project is currently behind schedule. Currently, we are almost done with the project, but it isn't up to the standard we first thought of, and there's still some features that haven't been implemented yet. We are currently trying our best to finish it as quick as possible so we can pass the final evaluation.



## Study and Research

When starting the project, we needed deep information on HCI's history to do the project. So, we went online, to our school library and the Old Heritage Centre to find as much information on the history as possible. With more information, we can make the game more educational and more engaging. TZH made a survey and asked people to fill in the form. It was about knowing their school's history and if whether they would like to learn about a school's history through a scratch game.



## Distribution of Roles

John does the main programming for the game itself as me and the others are not as good as John in Scratch programming. TZH import all the questions and answers for the game and also design and debug the game. Zhao Hang is responsible for designing the characters and also creating the layout of some of the levels. Guang Yu mainly does the levels design. Everyone has a part on thinking about the questions.



## Timeline

Going to Heritage Center: 16 March

Formulating Questions: 30 March

Importing Questions: 13 April

Designing Levels: 11 May

Create Level 1: 2 April

Create Level 2: 2 May

Create Level 3: 2 June

Create Level 4: 2 July

Intro: 1 Aug

Thumbnail: 4 Aug

Character Design: 14 August



### Features

In the beginning of the year, we were really excited about this project as our mentor told us that maybe we could add like a webcam that tracks real time movement which corresponds to in-game. But we realised that was a bit too hard to create so we did not implement that feature. The project now has questions and answers, movement, wall climbing and animations.

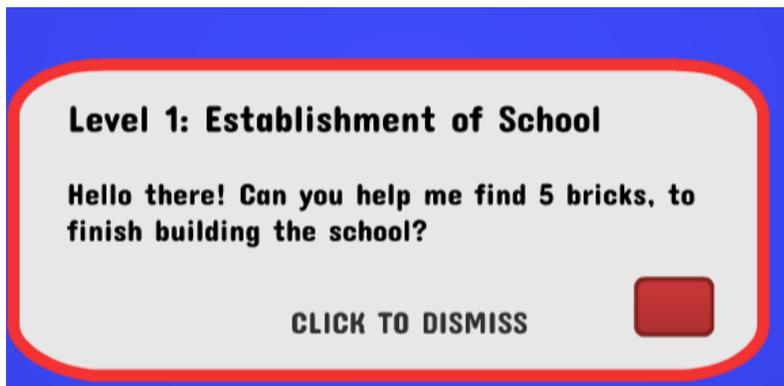


### Screenshots



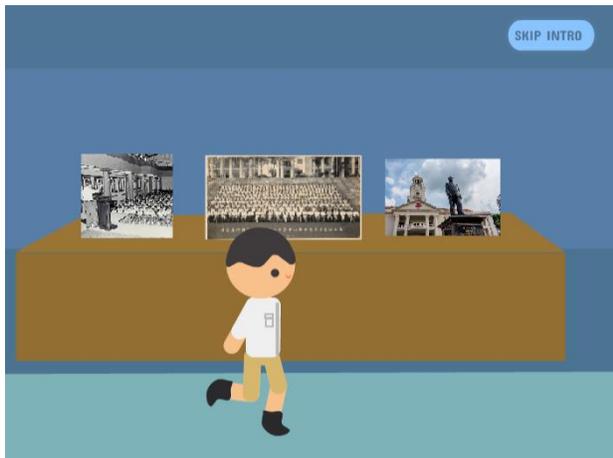
This is one of the questions in our game.

There will be a question related to the school, from a specific time period. 4 answers will appear, and the user is prompted to click one of the answers. If the question is answer correctly on the first attempt, the player gets 5 points. For every subsequent extra attempt, one less point is given instead.

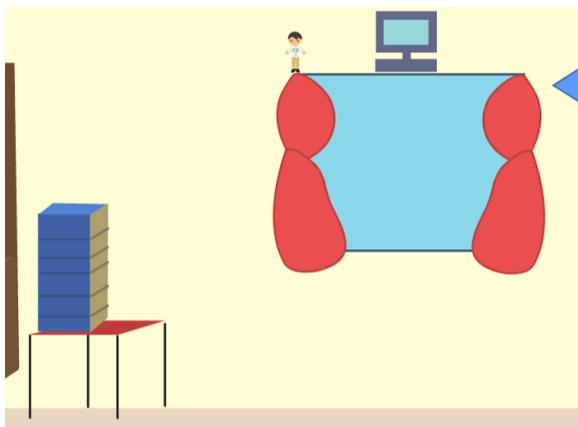


At the beginning of each level, a page will be shown. This page shows the objective of the level, to ensure the reader knows what they have to do in the level and exactly what the object they have to find looks like.

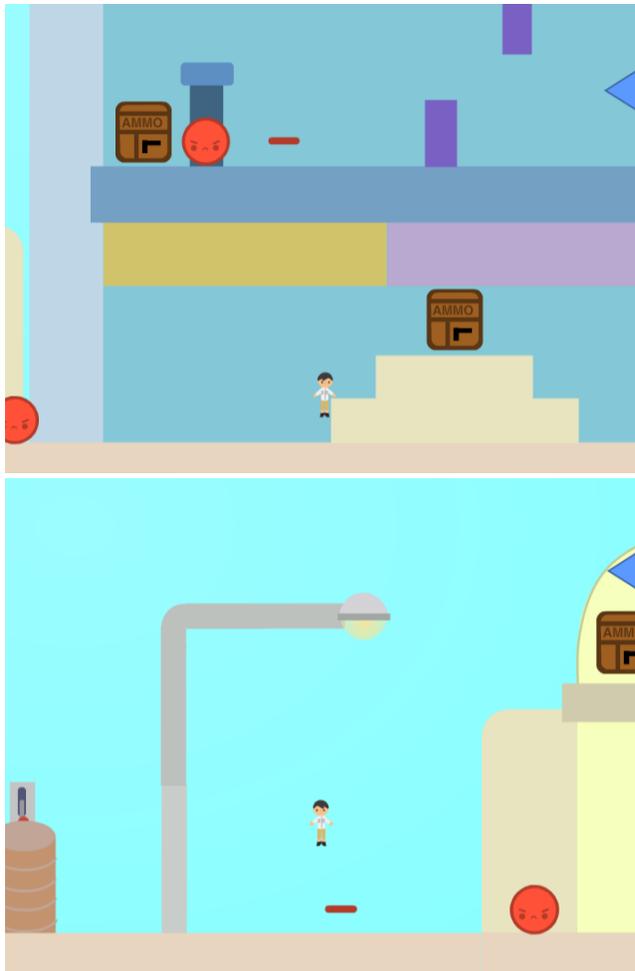
For example, level 1 takes place during 1919 when Hwa Chong is founded. The user is required to collect bricks, as shown in the picture, and give them to the head worker.



This is one of the scenes during the intro. As shown, the player is a Hwa Chong student. He is walking past photos of Hwa Chong's past. The player will then travel back in time to visit Hwa Chong's past.



The player is standing next to a computer, the object that needs to be collected in this level. This level takes place more recently, where Hwa Chong has become an independent school and thus can choose its own curriculum and fees. Hwa Chong had decided to drop Design and Technology and instead take up Programming.



These photos show the player in level 2, during the 1930's. World War 2 had started, and the British had entered the Clock Tower, their Headquarters, as Singapore was invaded by the Japanese soldiers. The player is required to jump over the Japanese's bullets and collect boxes of ammunition to help the British army fight back.

#### **+** Areas for improvement

After all, this project didn't turn out as a big success, but it was a good learning experience.

After 3 terms of progress on this project, there is a lot of places that we succeeded in, and places where we can improve on. Certain places would include our teamwork and responsibility. Over these 3 terms, we did not have enough teamwork, which led to our downfall. As time passed, we had lesser meet-ups as we were in different CCAs, which meant that the days that we were free were different from one another, so it was harder to plan a date to meet. This meant that we had lesser time to discuss, so our opinions and ideas could not get around as easily. Also, we slacked abit more as time went on. Some of our jobs were not completed by the date it was supposed to be completed, so we could not add it into the game.

 Learning points

Throughout our first year of PW, we have learnt a lot of new things and lessons. This first year of PW has given us a valuable learning experience. The mistakes I made this year has told me not to commit the same mistake next year. I learnt that in order to have a good and successful project, the teammates that you choose has to be trusted and responsible and also have interest in the category. With such teammates, there would be more similar ideas going around, and also better communication among each other. There would be more frequent meetups or chats about the project to clarify their doubts and others can reply more easily. Teammates and yourself must also be responsible for their jobs; they have to complete their tasks by the given deadline. This way, the project would be up to schedule and there would be lesser problems in the team. This year taught me alot of values, which I would use next year.

▼ Bibliography

Scratch for game

Notepad for offline typing document

Lightshot for screenshotting the requirements for WR when offline

FTP for submission of work

Our team for this year's PW's project