**Typing-Teaching System for Beginning** Programmers **1PM Section** Andres Zamora **Josh Chavez D'Angelo Felix Juan Orozco** 

## Goals

- Avatar character that the user will play as.
  - **Add character customization.**
- Adding Python to the language options selected on the menu.
- Using audio tools to get proper music and sound effects.
- Adding additional mini games for the user.
- Customize our score system
- Adding more lessons to C++ with its corresponding quizzes.

## Timeline

## Semester 1:

- Learned the basics of both Unity & C#.
- Made a lesson plan based on C++.
  - • Worked on slides and planned on which information to make into questions.
- Main Menu functionality.
- Keyboard learning game worked on.

Winter Break:

- Able to get the appropriate slides with given quiz functionality.
- Played around with the keyboard learning game.

Semester 2:

•	Working on being able to get slides to quiz to score screen transitions without giving errors in the program.	2/20.
•	We plan to have the animations completed on the two mini games.	2/25
•	Get the Main Menu to function with mini games & slides	3/10
• -	We plan on having two mini games that we are working on finished	3/25
•	Adding Python in the list of languages, the user can learn.	4/01.
	• Adding a new set of slides and quizzes based on a lesson plan.	
•	Able to add additional mini games to help student with learning.	5/05.

## Selling Strategy

Two schools we are interested in selling our game are to, Palla Elementary, located in Bakersfield, and also Wonderful College Prep Academy. Wonderful is a school that prepares students from Kindergarten through High school.



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