

## Project 3 – Final Project

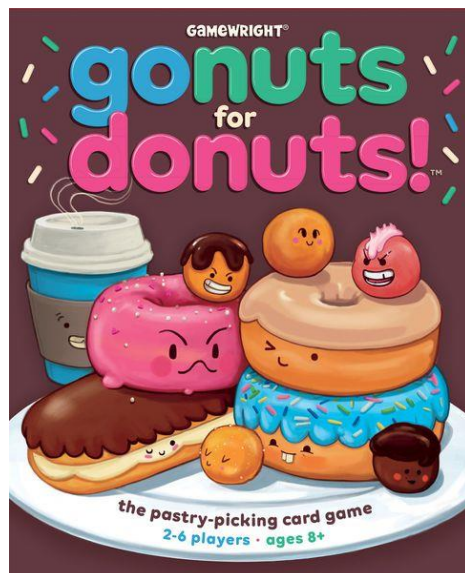
Ms. McGonagall works at the same school as Ms. Frizzle and Ms. Mafteecher, however, she teaches grade 4-5 ELL (English Language Learners). Ms. Gonagall has a series of games with clues printed on the cards. She like the students to practice their English by playing the games. However, buying class set of the games is expensive. As well, there always seems to be one student in the class who looses her cards.

When Ms Gonagall was talking to Ms. Frizzle and Ms. Mafteecher, she found out that it was possible to get some custom apps that don't require the wi-fi to work, and could simulate the card games.

Thus, Ms. Gonagall would like you to code some card games for her students to play. The app can be a one player or two player app. It should have at least 50 cards. It should be able to save their progress so they can play again. The students can handle determining who has won, you really need to focus on the digital Stack of cards, and keeping score.

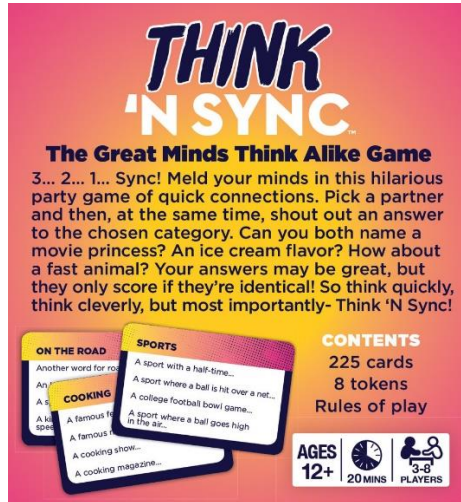
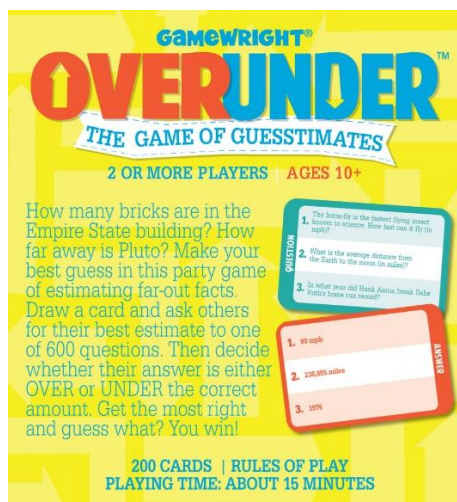
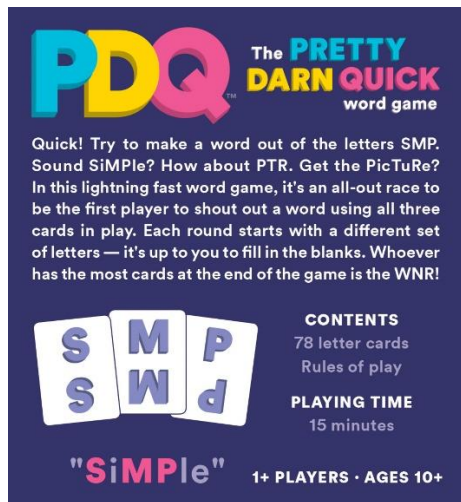
### Card Game Details

- You should name your app something like: Gorski\_ThatsIt.
- 350 pixels wide by 500 pixel high fits on Ms. Gorski's phone with room to spare.
- You will need an icon that matches your game.
- You do not need to have a theme, but you do need a colour scheme.
- Do not merely pick colours yourself. Choose a theme, pick colours from the artwork associated with that theme. If you have used a default colour (Eg #FF00FF) that is a bad sign.
- You may add screens if you wish.
- You will need Files to save progress.
- You will need a Card object.
- You will need a Stack of cards.
- Additional functionality like determining a win, additional objects and other features are permitted – even encouraged.
- You are going to need to make a lot of cards. Sometimes, you can find them here:  
<https://boardgamegeek.com/boardgame/184346/go-nuts-donuts> Do not STRETCH or PIXELATE your pictures. Maintain the dimensions or chop them off.



## Grade 12 Final Project – Recommended Games List

Your App needs: (1) Card Object, (2) Stack of Cards, (3) Files





**GAMEWRIGHT®**  
**SNEAKY CARDS**  
 PLAY IT FORWARD

Your mission, should you choose to accept it: become a secret agent of joy, spreading art and intrigue to an unsuspecting public. Inside this box is an **interactive scavenger hunt** that **inspires creativity** and **rewards audacity**:

Take a selfie with a stranger, give an anonymous gift, become a flash mob of one. Complete each objective and then pass the card along to an unwitting accomplice, who becomes part of the game! The fun is ever-expanding, but it all starts with you - **Play it forward!**

Contents: 55 cards  
 1 or more players / Ages 12+




**step to it**™ The Get Up and Go Game  
 2 to 8 players  
 Ages 5 and up

Here's a game that will have you walking, hopping, and jumping all around the house! Ask a player to give you a card with a specific number of steps to take. Then choose an object that you think you can reach in exactly that number. Can you walk to the fridge in 9 steps? How about hop to something that starts with the letter A in 15? Reach your goal and you walk away with a win!

Contents:  
 30 step cards  
 30 double-sided goal cards  
 Rules of play  
 Instrucciones en Español

Playing time:  
 About 15 minutes

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Game by: Karsten Adlung  
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Estimating distance  
 Spatial relations

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**Kids Learn**

