



DigiEduHack Solution Georgia - Educational Games Hackathon

Challenge: Georgia - Educational Games Hackathon Challenge 2020

Controlarry

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this is a solution that helps users learn coding by
visulising every comand they type

Team: Grapa

Team members

Misho Saamashvili, Mari Chilaia, Dimitri Kipiani, Irakli Todua, Levan Tchikaidze

Members roles and background

Levan Tchikaidze - Concept artist

Irakli Todua - Designer\Illustartor

Mari Chilaia - Programmer

Misho Saamashvili - Programer

Dimitiri Kipiani - Lvl Designer

Contact details

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Solution Details

Solution description

this is a videogame with neon heavy artstyle. its levels are designed in a manner that player has to solve gradually hard programming questions to progress in the game

Solution context

the problem is that its not that easy to get into programming and there are no real sollutions that make it particually easy or accesable

Solution target group

target group is everyone who likes vaporwave artstyle and wants to learn programming

Solution impact

Pink Lemonade

Solution tweet text

Neons, Time Travel, VHS aesthetic and programming, what can beat that?

Solution innovativeness

standalone apps that make you write code are a rarity and never represented as a videogame

Solution transferability

it is not a necessity to learn code with games like that you can also implement logical questions and math problems and such.

Solution sustainability

cap for the the challanges is really high, and also if the community gets involvd it might become a comuuniti projec like mario maker but for programing

Solution team work

it was hard to work in pandemic situations but everything else was 10\10 except the last hour where internet was down in whole country