

Tyler Swift VO Model

OK, Tyler, now you're going to show us a tactile model and the voiceover for Learn to Code Ones with High Grounds.

So this here is a tactile model. Again, we have the five different columns, zero through four, and five different rows, zero through four. But we don't have the height.

We can use this.

But we can use this for height. So if a character starts right here, that's where the character would start, and then the gem would be up here.

I'm going to show that for a moment. Yeah?

Yeah.

Excellent.

When you turn voiceover on, if you have not rotated the world before, zero, zero should be at the very bottom left. So if you want to start exploring the world, you just put your finger on the right of your device, move your finger in--

The world is five columns by five rows. Byte at height zero facing north on column two, row one. The goal is gem in height one on column two, row four.

And then, if you want to find a block, keep dragging in.

The world is five-- block at height zero, column zero, row zero.

If you hear those coordinates, that means you're at zero, zero, zero. So then, keep dragging around.

Start marker at height zero facing north. Byte at height zero facing--

When you start marker and your character locations, that is where your character starts. And the direction that the character is facing will help you determine what code to write to get him to move to the gem.

Can you play that again, so we can hear the voiceover?

Start marker at height zero facing the north Byte at height zero facing north. Double tap to switch characters.

And then the gem is a few rows up.

Gem at height one, column two, row four.

I'm going to show that on here.

So on here, the gem would be there.

OK. And Byte is starting down there.

He's starting here. And then for the stairs, the script is a bit more complex. It says this.

Stairs leading to height one from row two, column two, row three.

So it says stairs leading to new height. And then it says from the row at the bottom of the stairs we're at. And then the coordinates it says are where the top of the stairs are, in this case, column two, row three, even though the bottom is at row two.

Great.

Can you play it again? Then we can follow that.

Stairs leading to height one from row two, column two, row three. Actions available.

OK.

And then, if you tap on water or an obstacle around water, it's not going to say a height.

Water, column four, row one.

Because again, water is water. Water doesn't have a height.

OK. Great introduction. Thank you, Tyler.