



Prize Winner

Programming, Apps & Robotics Year 7 - 8

Vera Smetanina

**Glenunga International High
School**





Programming, Apps & Robotics Project

App “The Leap of Space”-Vera Smetanina

The aim of this entry is to create a fun science trivia game which helps players learn a bit more about space and science. It has potential to be used in classrooms and inspire children to learn more about science.

The type of device required to run the program is any apple phone, laptop or ipad.

To play all you have to do is download the app and open it. From there it is quite simple because you just have to type in your name, and choose a planet, which deciphers your level, being the stronger the force of gravity, the harder the questions. Next you start answering trivia questions, which is the main stage of the game.

Hard copy:

<https://github.com/vera-smetanina/LeapOfSpace/raw/refs/heads/main/dist/LeapOfSpace.zip>

I came up with the idea and name of this game. After I came up with it, I made the story board on pieces of paper, representing each scene I would like in the game. Afterwards I explained the entire game in step by step instructions and gave it to Codex, an AI coding platform/tool. After that, it created a rough copy of my game, which my step-dad Simon, opened in Xcode. Next, I added in all of the questions, mostly coming up from me and a few of the harder ones with Simon (we used google to search the answers). With the help of him, we asked Codex to insert all the questions, meaning we had our entire game running. Finally, we noted all the things we wanted to fix and asked Codex to do so.

(Simon has helped me with uploading the game onto this laptop to post)

We've uploaded the game to apple testflight: <https://testflight.apple.com/join/nAsxHZkb>

The code is here: <https://github.com/vera-smetanina/LeapOfSpace>

On GitHub the original instructions and prompts are in docs folder. Images and storyboards are in images folder.