

ČTU Prague

A4M350SP



CODE COMBAT

JAN
TEPLÝ

CodeCombat.com

- Free to play
- Programming language learning by game
- Fantasy theme
- JavaScript, Python, Java, Lua, CoffeeScript





```
1 # We are field testing a new battle unit: the decoy.
2 # Build 4 decoys, then report the total to Naria.
3 decoysBuilt = 0
4 loop:
5     coin = self.findNearest(self.findItems())
6     if coin:
7         # Loot the coin!
8         self.moveXY(coin.pos.x, coin.pos.y)
9         pass
10    # Each decoy costs 25 gold. Use the Quartz Sense Stone
11    # to know when you have more than 25 gold with self.gold.
12    if self.gold >= 25:
13        self.buildXY("decoy", self.pos.x, self.pos.y)
14        # Keep a count of decoys you built as you go along.
15        decoysBuilt += 1
16
17    if decoysBuilt == 4:
18        # Break out of the loop when you have built 4.
19        break
20    pass
21 self.say("Done building decoys!")
22 self.moveXY(14, 36)
23 # Go to Naria and say how many decoys you built.
24 self.say("I build 4 decoys!")
25
```


Development

- Since 2013
- Code available on github
- CoffeeScript, Jade, Sass on frontend
- Node.js, Express, MongoDB backend
- Many OpenSource libraries



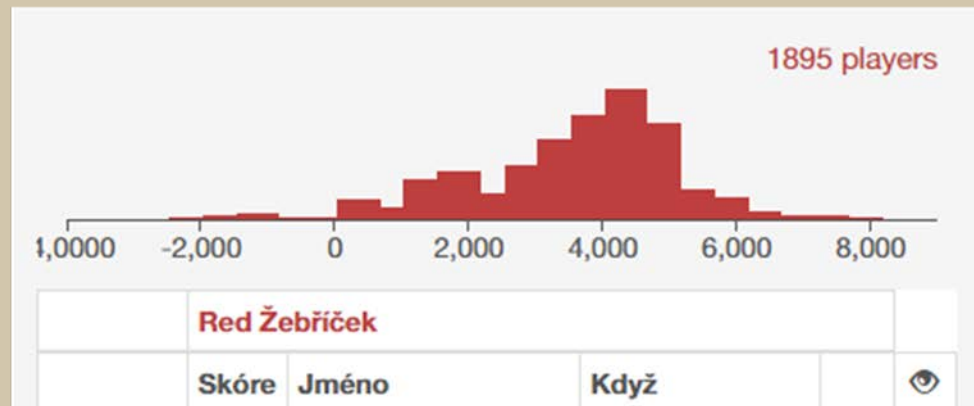
Organization

- OpenSource community project under MIT licence
- CodeCombat inc.
- GitHub, Slack, Mailing
- 12 employees, 450+ contributors



My contribution

- Little tweak in graph visualization
- Too long axis labels are being trimmed away



thanks for attention

