

WHEEL OF WRITING PROMPTS

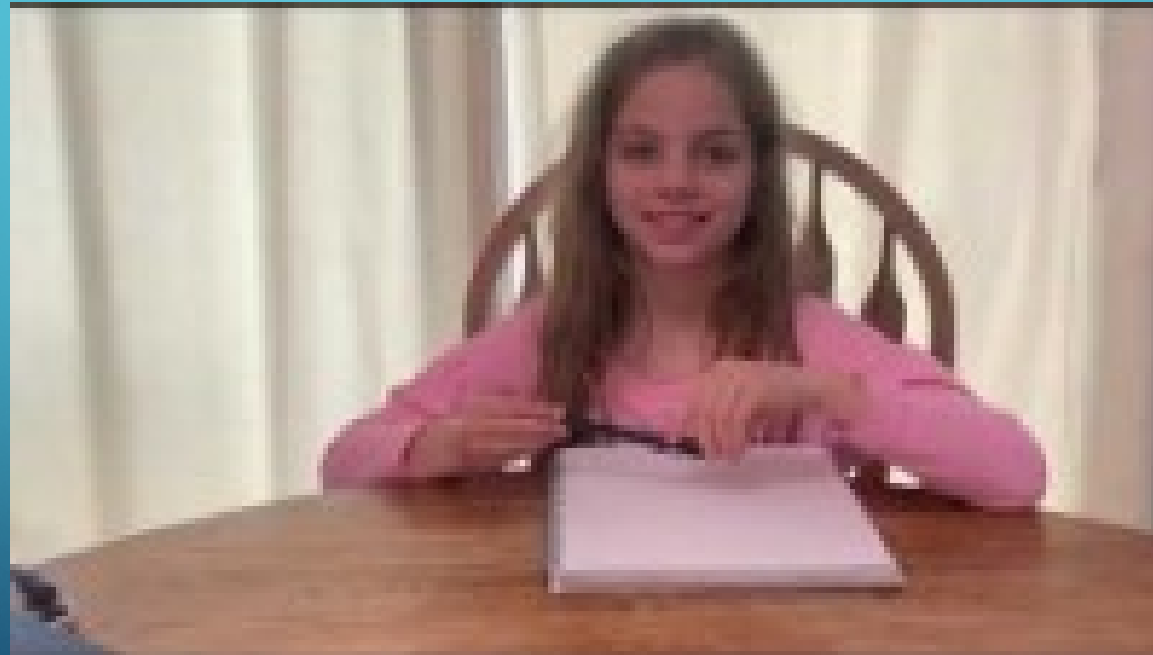
TEAM 3958

GREEN MOUNTAIN GEARS



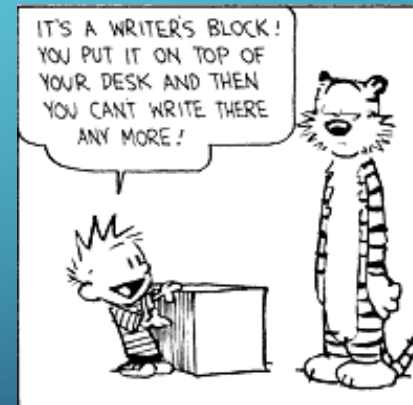
ELEVATOR PITCH

<https://youtu.be/MyHYIFBJrCU>



PROBLEM

- Many people have difficulty finding a topic to write about when writing on demand



CAUSES OF DIFFICULTY FOR STARTING WRITING

- Too few ideas
- Too many ideas



OTHER SOLUTIONS

- List of writing prompts
- List of things that excite the writer
- Teacher assigns topic

bottom of blog). And watch for new, newsy Community Journalism Project challenges every week!

WEEKLY CHALLENGES 2020-21

WEEK 38

Confidante. Someone wants to tell you something "because you're the only one who will understand." Tell us the story. Are you simply known as a great listener? Do they seek your advice in solving a delicate problem? Include the outcome of the interaction by the story's end.

Switch. Write about a character who switches bodies with someone else, much like the mother and daughter in "Freaky Friday." What has made this possible? If it was a conscious decision, who did they switch with and why? How do the two characters come together, if at all? Are they switched back?

General. Write about anything in any genre!

Due May 28

WEEK 39



Photo-Place. Go to one of your most cherished places and show – through a photo or series of photos – why it is so special to you.
[Photo credit: Crescent_Moon, YWP]

Nice. End a poem or story with this inspiring quote from late author Kurt Vonnegut, Jr.: "If this isn't nice, I don't know what is."

Due June 4

MY SOLUTION-

- I designed a game to generate a random writing topic
- The game took inspiration from Wheel of Musical Impressions on Jimmy Fallon
 - A spinner is used to select a random song and a random artist and then Jimmy and the guest take turns singing the selected song like the selected artist.

<https://youtu.be/dGidYBqBHVw>



THE SOLUTION

- The Preliminary versions allows the user to...
 - Select a random character
 - Select a random setting
 - Select a random story type (from 8 types of stories)



MY SOLUTION IS BETTER BECAUSE...

- Engaging colors stimulate thinking
- Spinning wheels generate excitement
- Interesting music perks interest

<https://youtu.be/5UvsuRV1s6Q>



DESIGN PROCESS

- Version 1-Scratch

- Developed artwork
- Developed code for sprites
- Tested game using Scratch

- Version 2-Unity

- Developed artwork in Scratch then refined in Photoshop
- Developed code for objects using tutorial and C#
- Exported code from Unity to Xcode
- Tested Code on Apple iPhone 10x
- Apple Developer License
- Created End User Agreement, posted to website
- Created Privacy Policy, posted to website
- Created Archive-uploaded to Apple Connect
- Invited Internal Testers with Test Flight
- App is currently under review

ALPHA TESTING

- Father, Home, Ghost
- Really liked it!

20 27 FALL ~~at~~ I ~~at~~ heaved myself
up the ladder ~~on~~ to the attic ~~at~~ pitch
black attic. I feel dread prickling down
my spine, someone is watching me,
or something. I shake (or try to) ~~my~~
out my nerves. ~~as~~ I feel my way
to the window and look ~~out~~, the blood
moon shines high in the sky; then
a ~~thin~~ figure catches my eye, dressed
in silky white gowns, she floats
in a circle around the house, ~~with~~
moaning strange words; I wipe my eyes
and pinch myself she's still there.
I turn my back to her and see a
yellow pair of eyes gazing ~~hanging~~
down on me, I try to kick it but
my boot goes right through, "PM!
where are you?" my wife, Alison, calls,
heart pounding. I race for the ladder
out of the attic.

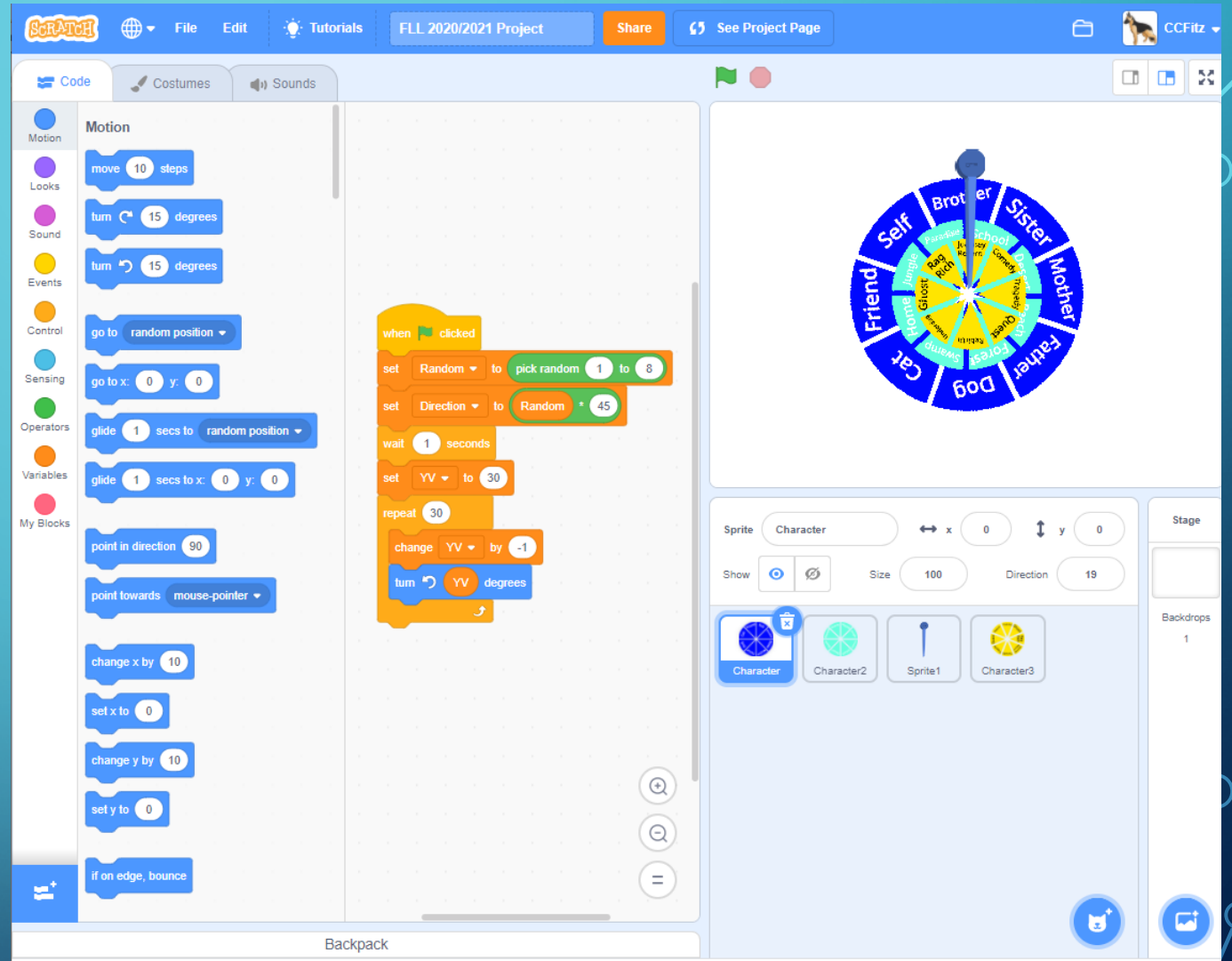
THE CODE

```
when green flag clicked
  set Random to pick random 1 to 8
  set Direction to Random * 45
  wait 1 seconds
  set YV to 30
  repeat 30
    change YV by -1
    turn YV degrees
```

The image shows a Scratch script on a white grid background. The script starts with a yellow 'when green flag clicked' block. This is followed by an orange 'set' block for a variable named 'Random' to the value 'pick random 1 to 8'. The next block is another orange 'set' block for a variable named 'Direction' to the value 'Random * 45'. This is followed by an orange 'wait' block for '1 seconds'. Then, an orange 'set' block for a variable named 'YV' to the value '30'. Finally, there is a large orange 'repeat' block with '30' in the input field. Inside the repeat loop, there are two blocks: an orange 'change' block for 'YV' by '-1', and a blue 'turn' block for 'YV degrees'.

SCRATCH

- Making the game on Scratch allows everyone in the world, with internet, to access the game
- Making the game on Scratch makes the game free for people to use
- Making the game on Scratch is a fun activity that I know how to do
- Making a game on Scratch makes the game easier to modify and improve for other people using the game
- Making the game on Scratch allows the use of graphic design and music with animations



The screenshot displays the Scratch programming interface. The top navigation bar includes the Scratch logo, a globe icon, and menu options: File, Edit, Tutorials, FLL 2020/2021 Project, Share, and See Project Page. The user's profile 'CCFitz' is visible in the top right corner.

The left sidebar shows the 'Code' tab selected, with a 'Motion' category highlighted. The 'Motion' block palette includes: move 10 steps, turn 15 degrees, turn 15 degrees, go to random position, go to x: 0 y: 0, glide 1 secs to random position, glide 1 secs to x: 0 y: 0, point in direction 90, point towards mouse-pointer, change x by 10, set x to 0, change y by 10, set y to 0, and if on edge, bounce.

The main workspace contains a script starting with 'when green flag clicked', followed by 'set Random to pick random 1 to 8', 'set Direction to Random + 45', 'wait 1 seconds', 'set YV to 30', and a 'repeat 30' loop containing 'change YV by -1' and 'turn YV degrees'.

The stage area features a colorful wheel with categories: Self, Brother, Sister, Mother, Father, Dog, CAT, Friend, and Home. The wheel is divided into segments with various icons and text. The stage also shows a 'Sprite' panel with 'Character' selected, and a 'Stage' panel with 'Backdrops 1'.

SPINNER TUTORIAL UNITY

https://youtu.be/36l5FqusY_A



UNITY TO XCODE TO APPLE APP STORE

```
WheelController.cs
WheelController ▶ Update()
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class WheelController : MonoBehaviour
6 {
7
8
9 float rotSpeed=0;
10 // Start is called before the first frame update
11 void Start()
12 {
13
14 }
15
16 // Update is called once per frame
17 void Update()
18 {
19     if (Input.GetMouseButtonDown(0)) {
20         //rotSpeed = 10;
21         //int RandNumber = Random.Range(0,360);
22         rotSpeed = Random.Range(10, 200);
23         Debug.Log("rotSpeed:" + this.rotSpeed);
24     }
25 }
26 transform.Rotate(0, 0, this.rotSpeed);
27 }
28 this.rotSpeed *= 0.99f;
29
30
31 }
32
```

App Store Connect

Apps Analytics Trends Reports Users and Access Agreements Paul Fitzgerald

Wheel of Writing Prompts

App Store Features TestFlight

Builds

iOS The following builds are available to test. [Learn more about build status and metrics.](#)

Feedback

Crashes

Screenshots

Internal Group

App Store Connect Users

External Groups

Wheel of Writing Prompts Exte...


General Information

All Testers (10)

Test Information

About TestFlight Data

Version 2.0

BUILD	STATUS	INVITES	INSTALLS	7 DAYS	CRASHES	FEEDBACK
 1	Testing Expires in 86 days	4	4	14	-	-

LEARNED ABOUT LEGAL DOCUMENTS

- Privacy Policy
- End User Agreement

BETA TESTING-SHARING

- Internal testers include:
 - Ethan Behr (FTC Alum) Boston College Student
 - Luke Fitzgerald (FTC Mentor) SBHS Student
 - Julie Pidgeon, English Teacher in Vermont
 - Jess Costa, STEM teach in Massachusetts
 - Katherine Hunter, Reading Teacher in Colorado
 - Brad Cheney, Grammy Winning Audio Engineer New Jersey
 - Kelly Check, Business Owner PA
 - Lily Fay, parent VT

FUTURE WORK

- Add off/on button
- Revise graphics to make gaps smaller
- Make categories customizable by user
- Complete review process on app store
- Publish app