

Technology Team

Project 2

Title:	Team Uprising
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Location/School:	Renaissance High School Detroit International Academy (DIA)
Grade Level	11 th & 12 th Grade
Design Team Membership:	Technology Design Team
IT/STEM Tools Used:	Alice Programming Environment
Project Overview:	<p>The Team Uprising project came to life as an ambitious role-playing game. A role-playing game is a family of games in which players assume the roles of characters, or take control of one or more avatars, in a fictional setting. Each character has a fixed amount of health points and is eliminated when the number of points reaches zero. Actions taken within the game succeed or fail according to a set of rules. One of the more interesting aspects of the rules is determining how many hit points are removed during an attack. The project partially used a randomizer for this. Lastly, after the students realized some of the limitations in Alice, the actual fighting became stylized like a chess match.</p>