

KidCoder™: Game Programming

Second Edition Errata Sheet

Updated May 9th, 2011

This document lists the known typographical or other corrections to the *KidCoder™: Game Programming* Second Edition course.

- In Chapter 6 Lesson 2 the Walking Man project describes some image files located in the “\KidCoder\Game Programming\Activity Starters\Walking Man\Images” directory. This directory was accidentally left off early setup programs for the Student Files and so is not present on the student’s computer after installation.

The images are present, however, in the Solution Files “Your Turn Solutions” directory here:

“\KidCoder\Game Programming\Your Turn Solutions\Walking Man\Walking Man\Images”

Please simply copy the “Images” directory from the solutions into the student’s “Walking Man” directory.