

In most cases, programming is taught using mathematically motivated examples, which are not attractive for all students. As a result, there have been many projects in the past that aimed to teach programming through games. A goal of this Bachelor's thesis was to develop a game in which students can compete with each other in programming virtual robots, and thus gain basic programming skills. This Bachelor's thesis contains several types of games, a visualization of the game and a mechanism for adding obstacles to the map. Furthermore, it contains a manual describing how to use this project and develop new virtual robots.