

Durham  
Johnston  
Programming  
Competition  
Winners 2025

Mr O'Connor

```
... object to mirror_
mirror_mod.mirror_object
operation == "MIRROR_X":
mirror_mod.use_x = True
mirror_mod.use_y = False
mirror_mod.use_z = False
operation == "MIRROR_Y":
mirror_mod.use_x = False
mirror_mod.use_y = True
mirror_mod.use_z = False
operation == "MIRROR_Z":
mirror_mod.use_x = False
mirror_mod.use_y = False
mirror_mod.use_z = True

selection at the end -add
mirror_ob.select= 1
modifier_ob.select=1
context.scene.objects.active
("Selected" + str(modifier
mirror_ob.select = 0
bpy.context.selected_ob
data.objects[one.name].sel
print("please select exact)

-- OPERATOR CLASSES -----

types.Operator):
X mirror to the
object.mirror_mirr
mirror X"

context):
context.active_object is no
```



# The Winners

- Another tough year of assessing programming and game design skills!
- Places were decided on a **combination** of coding ability, design, and use of the DJ map
- And the winners are...



# Congratulations to...

ELISHA GRACE  
W  
YEAR 7

SOPHIE  
H  
YEAR 7

ALEX D  
YEAR 7

SALAAR S  
YEAR 8

IZZY S  
YEAR 7

KRISHNA L  
YEAR 8

FIRST  
PLACE

**50 HP**

THIRD  
PLACE

**15 HP**

SECOND  
PLACE

**30 HP**

CREATIVITY  
AWARD  
**10 HP**

PYTHON  
AWARD  
**10 HP**

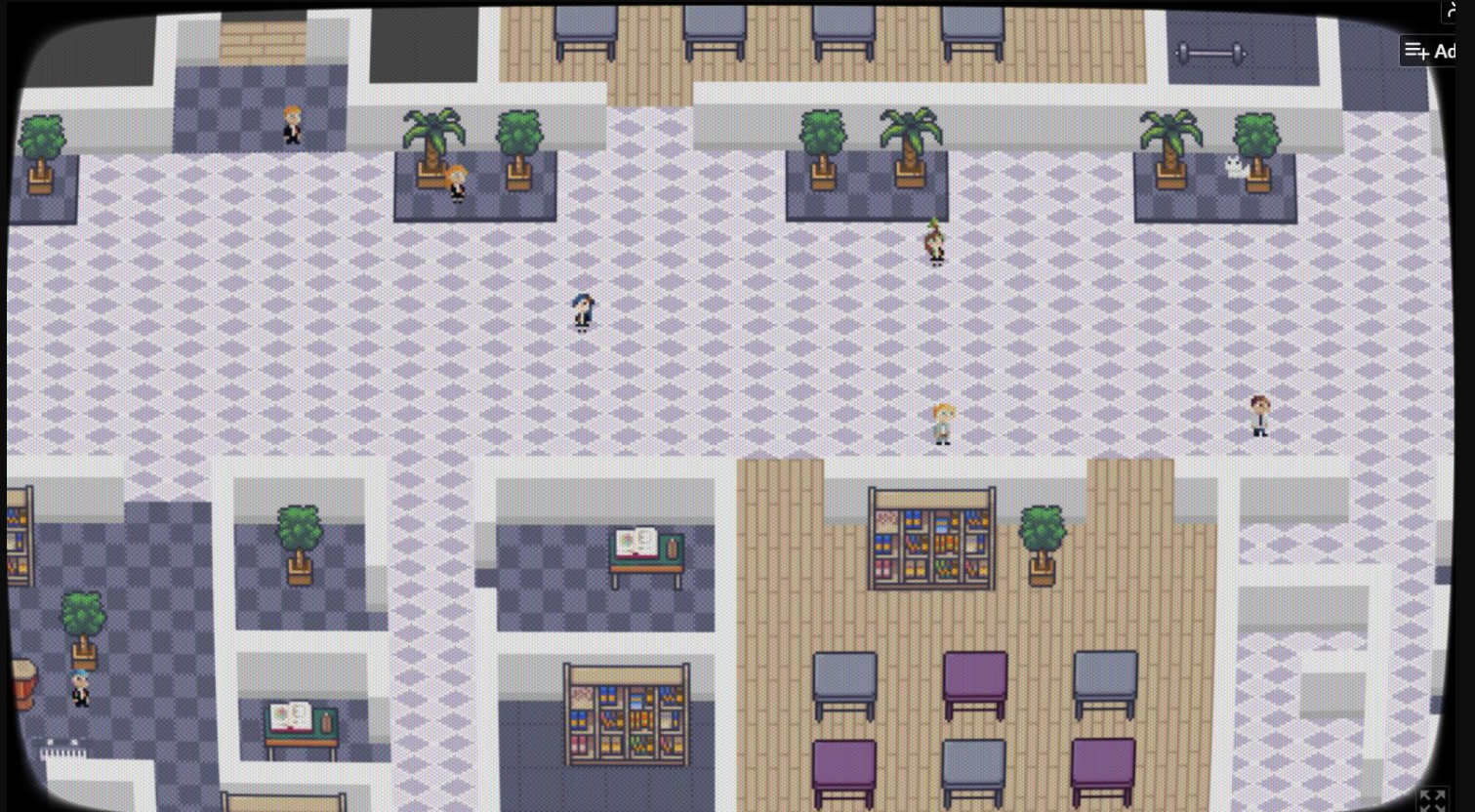
DIFFICULTY  
AWARD  
**10 HP**

# ELISHA GRACE

## Digital Johnston

A detailed representation of our school, in digital form!  
Simply explore and enjoy the conversations of staff and students!

Link: [Digital Johnston GODOT](#)





# ALEX

## DJ Zombies!

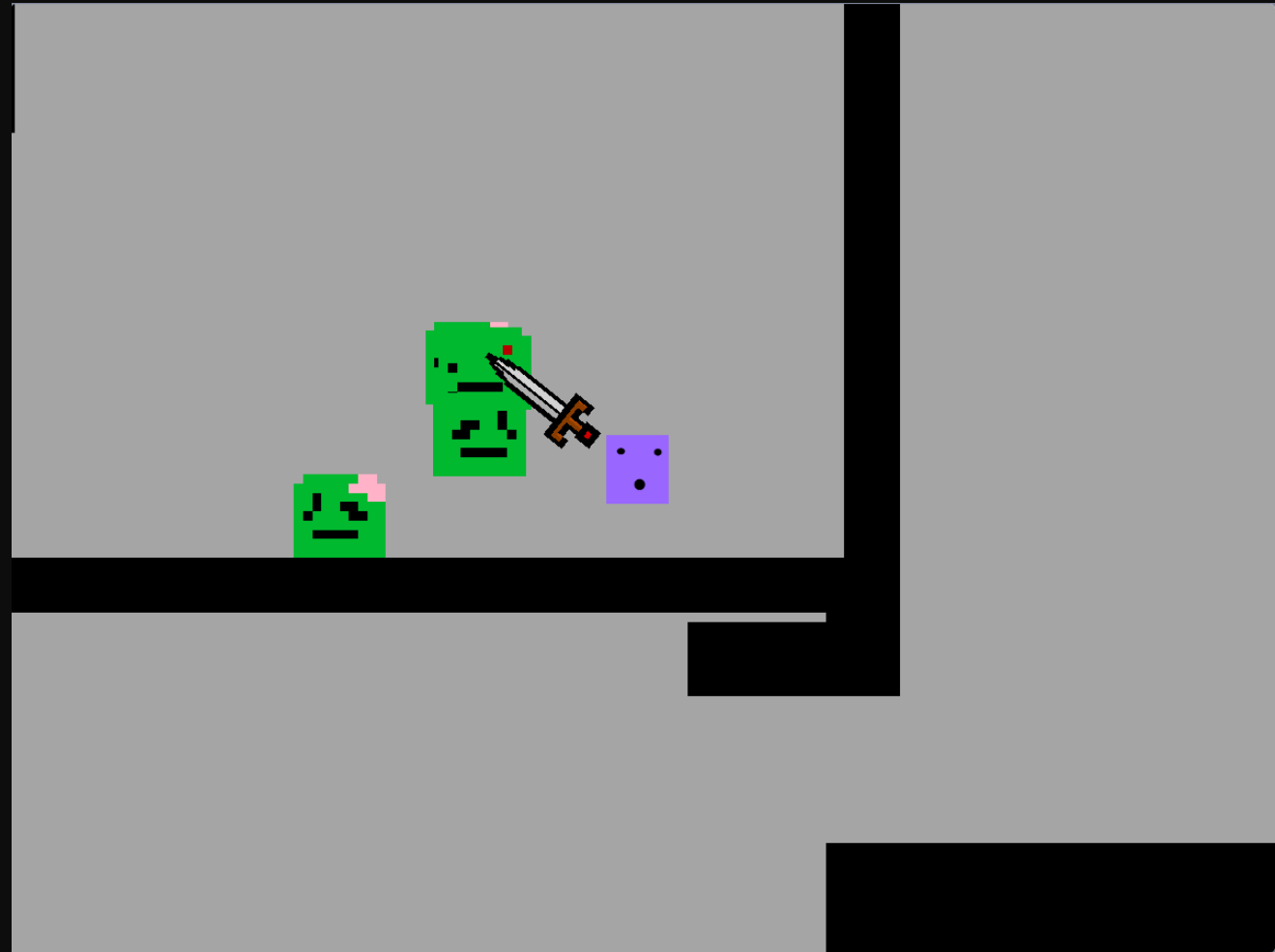
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Survive a zombie attack in the school!

A promising project! Hopefully with future updates?

[DJ Zombie Attack](#)

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# Honourable Mentions

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SALAAAR  
(AVAILABLE ON  
REQUEST)



Excellent Map Design of Flass  
Vale!

IZZY  
(AVAILABLE ON  
REQUEST)



Best game design

KRISHNA

[Lost on Scratch](#)



Most in-game difficulty (hard mode)

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