

Day 12

Teams (Aliases):

- A: Alice and Luke
- B: John and Bob
- C: Katie and Scott and Martha

Survey link: <https://forms.gle/utHxkfWNfJ8d41zn8>

Pacman Previous Days' Instructions

1. CGCC Day 2:
<https://docs.google.com/document/d/15l1lyj40ZI9Hk4wFv98oNpkEx6D7PsEflcRgfEh8r4/edit?usp=sharing>
2. CGCC Day 3:
https://docs.google.com/document/d/10GdXNLsxNCRCX_H4Ugw0zRshu9PshggEwfH3HOs7T20/edit?ts=5f11c157
3. CGCC Day 4:
<https://docs.google.com/document/d/1kmrGkTAZQe7nQ-JRIqVzcDKVQCC6lUXhYZX3Z6ECMoc/edit?ts=5f14f9ab>
4. CGCC Day 5:
<https://docs.google.com/document/d/1t48Gia-dOcwU7OeqWcf7-YJ5Zo7lj7WLSO5Sx-o5eeA/edit?usp=sharing>
5. CGCC Day 6:
https://docs.google.com/document/d/1CZk_ftuzb6qx9lr7_YxlMorrAwYY48hu65-wLz_k0g/edit?usp=sharing
6. CGCC Day 7:
<https://docs.google.com/document/d/1NExvMnGcBy64F6tCpu5TB1ELPRN3FCXR5AlSimPI2aY/edit?usp=sharing>
7. CGCC Day 8:
https://docs.google.com/document/d/1_K4vnYJpJyhp0nQrrYAG0J4BOu0m9sboAhg6cDy6PMc/edit?usp=sharing
8. CGCC Day 9:
https://docs.google.com/document/d/1da6i_hHjkr2ltmYtHZd7cGmGqqsVUnwReW-B6qAqyE/edit?usp=sharing
9. CGCC Day 10:
<https://docs.google.com/document/d/1qzdaMRnWgdasF-Xa0bkoEA5ySYn-ddOL1ZbFc1KklJY/edit?usp=sharing>

10. CGCC Day 11:

https://docs.google.com/document/d/1KFFN5syxCauAEdfRXFnRc_P2z6C8flvet6ny_ZEfUIY/edit?usp=sharing

Resources:

- <https://youtu.be/9bSX9Q5aP6E>
- https://youtu.be/_sXUtlg7upA
- <https://arcade.makecode.com/tutorials> (most useful).
- <https://www.blender.org/>
- https://www.youtube.com/playlist?list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWDO6

Computer Ethics (Conner)

Work on Project with your Team

2:40pm: Project Presentation Practice

- Who will be in the audience?
 - Other students in the class
 - Instructors
 - Parents
 - Instructor's Bosses
- Follow this script:
 - Each person say your first name.
 - One person tells us the name of your game.
 - Another person tells us a 2 sentence elevator pitch for your game (take this from your Tweet that you made about the game last week).
 - One person plays the game to the class while screen sharing. The other person on your team narrates what is happening. (max 1-2 min)
 - Each person on the team must report the following:
 - What is the coolest part of your game?
 - What part are you most proud of?
 - What part was almost too challenging to finish?

- What part was so hard to understand in the beginning, but now it's obvious to you?

Advice on How to work with a partner

- Set up regular times during class to check in with one another: every 10 minutes
- The more attention you give to your partner, the more welcome and included they will feel.
- Discuss: How shall we divide the work between us? What parts of the project would you like to work on?
- How should you get your partner's attention when they're not looking at you?
- How do you define success? What is our goal?
- For how long should you work to solve a difficult problem before asking your partner for help?
- For long should you both work to solve a difficult problem before asking the class instructor for help?
- Takeaway lessons:
 - Communicate.
 - Proactively.
 - As Often as You Can Stand It.

How to Scrum

1. 3 minute standup meeting with team
2. Commit your code to the repo
3. Teach three questions that should teams should go over each Scrum
 - a. What did you do?
 - b. Where are you stuck?
 - c. What are you going to do next?
4. If you switch tasks and the person who is editing the code,
 - a. The new person should open up the project.
 - b. Sync the current version of the code to their computer.
 - c. Start working.