

Day 13

Teams (Aliases):

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

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-ddOL1ZbFc1KkJY/edit?usp=sharing>
10. CGCC Day 11:
https://docs.google.com/document/d/1KFFN5syxCauAEdfRXFnRc_P2z6C8flvet6ny_ZEfUIY/edit?usp=sharing
11. CGCC Day 12:

<https://docs.google.com/document/d/1E4z8EDSMdpLUqM6K6jnbST10FhjCkrTieoNcotKhXVE/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_-UvuAqHAksYnB0qL9yWD06

Breakout rooms - Test the final version of your project with your team (10 min)

Project Presentation

- Follow this script:
 - Each person say your 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.
 - 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?
- Solicit feedback from others in the class
 - Each person from other teams in the class has to say 1 nice thing they like about the game and 1 thing to change to make the game better.
- Student feedback
 - Survey
 - In-person Project Presentation
 - If you got any outside feedback about your game, what did you learn?

- What is the most important lesson you learned in this class?
- What do you want to be when you grow up?
- What has been your most improved skill since being this course?
- If you could change one thing about this coding camp, what would it be?