Day 11

Teams (Aliases):
- A: Alice and Luke
- B: John and Bob
- C: Katie and Scott and Martha

Survey link: https://forms.gle/wVHNes6jmPwKpwxs5

Pacman Previous Days' Instructions
1. CGCC Day 2: https://docs.google.com/document/d/15I1Iyj40Zl9Hk4wFv98oNpkEx6D7PsEfIIcRgfEh8r4/edit?usp=sharing
2. CGCC Day 3: https://docs.google.com/document/d/10GdXNLsxNCRCX_H4Ugw0zRshu9PshgqEwfH3HOs7T20/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-YJ5Zo7Ij7WLSO5Sx-o5eeA/edit?usp=sharing
5. CGCC Day 6: https://docs.google.com/document/d/1CZk_ftuzb6qx9lr7_YxlMorrfAwYY48hu65-wLz_k0g/edit?usp=sharing
6. CGCC Day 7: https://docs.google.com/document/d/1NExvMnGcBy64F6tCpu5TB1ELPRN3FCXR5AlSimPl2aY/edit?usp=sharing
7. CGCC Day 8: https://docs.google.com/document/d/1_K4vnYJpJyhp0nQrrYAGOJ4BOu0m9sboAhg6cDy6PMc/edit?usp=sharing
8. CGCC Day 9: https://docs.google.com/document/d/1da6i_hHjkr2ItmYtHZd7cGmGqqxsVUnwReW-B6qAqyE/edit?usp=sharing
9. CGCC Day 10: https://docs.google.com/document/d/1qzdaMRnWgdasF-Xa0bkoEA5ySYn-ddOL1ZbFc1KkIJY/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

Video Game Networking (Conner)
- Let's look at a game that we probably have all least heard of, Minecraft!
- The big question: How does your computer know that a block was broken by another player?

  Simple! DNS will look up the IP address which allows you to connect to the server, allowing you to exchange information in packets over TCP. Not so simple? Let's talk about it!
- PowerPoint

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.

Project Presentation Preview (you'll be practicing this in your groups tomorrow)
- 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.
  - 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?

5.