

## Day 9

### Teams (Aliases):

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

Survey link: <https://forms.gle/xTbBogpXEAyf3Taz7>

### Pacman Previous Days' Instructions

1. CGCC Day 2:  
<https://docs.google.com/document/d/15l1lyj40ZI9Hk4wFv98oNpkEx6D7PsEflIcRgfEh8r4/edit?usp=sharing>
2. CGCC Day 3:  
[https://docs.google.com/document/d/10GdXNLsxNCRCX\\_H4Ugw0zRshu9PshgqEwfH3HOs7T20/edit?ts=5f11c157](https://docs.google.com/document/d/10GdXNLsxNCRCX_H4Ugw0zRshu9PshgqEwfH3HOs7T20/edit?ts=5f11c157)
3. CGCC Day 4:  
<https://docs.google.com/document/d/1kmrGkTAZQe7nQ-JRlqVzcDKVQCC6lUXhYZX3Z6ECMoc/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\\_YxlMorrfAwYY48hu65-wLz\\_k0g/edit?usp=sharing](https://docs.google.com/document/d/1CZk_ftuzb6qx9lr7_YxlMorrfAwYY48hu65-wLz_k0g/edit?usp=sharing)
6. CGCC Day 7:  
<https://docs.google.com/document/d/1NExvMnGcBy64F6tCpu5TB1ELPRN3FCXR5AISimPI2aY/edit?usp=sharing>
7. CGCC Day 8:  
[https://docs.google.com/document/d/1\\_K4vnYJpJyhp0nQrrYAG0J4BOu0m9sboAhg6cDy6PMc/edit?usp=sharing](https://docs.google.com/document/d/1_K4vnYJpJyhp0nQrrYAG0J4BOu0m9sboAhg6cDy6PMc/edit?usp=sharing)

### Resources:

- <https://youtu.be/9bSX9Q5aP6E>
- [https://youtu.be/\\_sXUtlg7upA](https://youtu.be/_sXUtlg7upA)

- <https://arcade.makecode.com/tutorials> (most useful).
- <https://www.blender.org/>
- [https://www.youtube.com/playlist?list=PLa1F2ddGya\\_-UvuAqHAksYnB0qL9yWD06](https://www.youtube.com/playlist?list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWD06)

### 3D Graphics - Maya (James)

- Demo of various techniques in Maya
  - Photorealism.
  - Simple animation.
  - Complex objects.
  - More animation.
  - Rigging.
    - Inverse kinematics.

Ask about big questions about MakeCode

Announce the project presentation for Friday

No homework today

Work on Project with your Team

### 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.