**Welcome to Day #7 of CGCC!**

Every day we will have a GitHub repository page that outlines each day and the activities that we will complete. We will also provide all homework on these pages.

Feel free to browse the other days to see what is coming up!

As always, let us know if you need any help or have any questions.

*Link to Camp GitHub*:<https://github.com/paigerodeghero/ClemsonGameCodingCamp/tree/master/2021>

**Day 7: Work on Your Game**

**SCHEDULE:**

* Instructors start the video call
* Go over video and recording and start recording
* Campers can turn video and audio on or off at any time
* Get together in groups and work to complete your game
* Get together in groups and work together to complete your game

**INSTRUCTION**: Group work (1 hour)

* Get together with your group and work together to complete your game
* Remember to scrum after the interval of time that your group agreed upon (if not working directly together)

### ACTIVITY: Q&A (20 minutes)

* Jason
  + Graduated Tribecca Flashpoint in 2011 with an AS in Game development.
  + Graduated from GVSU in 2016 with a BS in Computer Science and minor in Philosophy
  + Works at a QA lead at Aspiritech.
* Conner
  + Graduated from Clemson in 2020 with a BS in Computer Science
  + Full Stack Web Applications Developer
* Ella
  + Graduated from Clemson University in 2017 with a BS in Computer Science and a minor in Geology
  + 5 years experience in civil service working s a cyber security practitioner and under mentorship of a science and technology researcher
  + Currently a Computer Science PhD student at Clemson University
* Makayla
  + Graduated from the University of North Carolina Wilmington with a BS in Computer Science and a concentration in Digital Arts.
  + Graduating from Clemson University in 2021 with a MS in Computer Science
  + Currently a Computer Science PhD student at Clemson University

**INSTRUCTION**: Group work (1 hour)

* Get together with your group and work together to complete your game.
* Remember to scrum after the interval of time that your group agreed upon (if not working directly together)
* If you find yourself stalling out
  + During the game development process it's natural for features to need to be removed as deadlines approach. If you find yourself working on a feature and it [takes longer than expected](https://www.monkeyuser.com/2021/task-description-vs-effort/?sc=true&dir=next), consider reducing the complexity of the feature if not removing it entirely. If working with sprites, being pixel perfect isn’t a necessity. You can always come back later and polish out the rough edges.
  + What has been the hardest part of development right now, and can the instructors help you reach a good-enough solution?
  + Are there any portions of your game that can be reused to solve a different problem?
  + If you’re stuck on something, don’t be afraid to ask for help! 😀

**How to Scrum**

1. Have a three-minute meeting with your team
2. Commit your code to your repository
3. You should ask your teammates three questions
   1. What did you do?
   2. Where are you stuck?
   3. What are you going to do next?