**Welcome to Day #8 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 8: 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

**INSTRUCTION**: Group work (2.5 hours)

* Get together with your group and work together to complete your game
* At this point, you need to make sure to focus on features that are needed for your minimum viable product.
* What can you note about features you had to cut?
* Remember to scrum after the interval of time that your group agreed upon (if not working directly together)

**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?
   4. What part of today were you proud of?