**Welcome to Day #9 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.

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 9: Last Day and Final Presentations**

**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

**ACTIVITY:** Prepare for presentation (approximately 60 minutes)

* Campers go into breakout rooms for presentation practice
* Discuss who the audience will be
  + Go around your team and share who is going to come to the presentation
* Walk through the following script as a team
  + Each team member says their name in alphabetical order.
  + One person tells us the name of your game.
  + Another person tells us a 2-sentence elevator pitch for your game
  + 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?
  + Be prepared to ask for feedback from others in the class at the end of your presentation
    - 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.
* Practice your presentation twice following the above script
  + The first time you practice, practice with your team and elicit feedback from each other and the instructor in your breakout group
  + Practice a second time with the feedback from your peers and the instructor

**ACTIVITY:** Wrap up any last minute details on project (until end of the camp day)

**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**

* 3 minute standup meeting with team
* Commit your code to the repo
* Three questions that should teams should go over each Scrum
  + What did you do?
  + Where are you stuck?
  + What are you going to do next?
* If you switch tasks, the person who is editing the code should open up the project.
* Sync the current version of the code to their computer.
* Start working.