

Day 3 Checklist:

Develop the prey (hobbit) movement basics

You must have the following tasks accomplished before the end of class today.

Accomplished	Task
<input type="checkbox"/>	<p>Make sure you have completed all of the tasks from yesterday's (Day 2) checklist</p> <p>Do you need to schedule time outside of class in case progress is an issue? Discuss with your team.</p>
<input type="checkbox"/>	<p>Division of labor and assignment of tasks.</p> <ul style="list-style-type: none">• Who works on what?• Again, who should take on what responsibilities unless that/those person(s) are out for the day?• What needs to happen if a team member is stuck or becomes frustrated? <p>Each students should expect to complete at least of one of the following below:</p> <ul style="list-style-type: none">• Check for open spaces (coding logic must allow for hobbit teleportation)• Logic that decides which space to move to• Moving <p><i>Collaboration is encouraged if the team feels it necessary to be successful.</i></p>

