

AP Computer Science A
Lesson 10: Revising the Game



Objectives	Students will be able to: <ol style="list-style-type: none">1. Plan the final development of their game.2. Implement details to enhance the experience of their game.3. Troubleshoot errors in the code.
Standards	9-12.CT.9 Systematically test and refine programs using a range of test cases, based on anticipating common errors and user behavior. 9-12.CT.10 Collaboratively design and develop a program or computational artifact for a specific audience and create documentation outlining implementation features to inform collaborators and users.
Materials	Laptops
Development (Do Now) [5 mins]	Each group will respond to a discussion thread on Google Classroom answering the following questions: <ol style="list-style-type: none">1. Describe the enhancement you are planning to make to create your final game based on the feedback you received from the beta testing activity.2. How are these changes going to help complete your game?
Development	Create the Final Game Students will add any enhancements to their game based on the beta testing feedback. Students will be reminded to address the game design requirements and consider all the elements of good game design.
Closing/Summary [5 mins]	Student will share their project through GitHub.
Assessment	Deliverable: An enhanced version of the game that is working and playable.