Objectives	Students will be able to: **1.** Use the documentation to add elements to their game. **2.** 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: **1.** What have you completed so far? **2.** What are you going to work on today in class? Be specific.
Development	**Project Work Day** Students will work in their group and use the documentation along with their game planning sheets to add elements to their game. The teacher will walk around the classroom and provide constructive feedbacks.
Closing/Summary [5 mins]	**Check Ins:** Each group will respond to a discussion thread on Google Classroom answering the following questions: **1.** What have you completed today in class? **2.** What challenges/problems did you encounter? **3.** What did you do to problem solve/overcome your challenges? Did it work? **4.** What are you planning to work on next? Be specific.
Assessment	Check In threads on Google Classroom indicating what they have completed so far and what they are going to work on next.