for loop – runs snippet of code over and over

1. Var i – initializing the for loop
2. Telling loop to stop when it reaches certain count (ex. 6)
3. Iterator – how you’re counting (ex. i++ = count by one)

HW: one paragraph explaining what type of project you would like to create

Mystery storybook that provides riddle and button shows where item is in scene, can have timer. Check class site for info. 90-95% done project by midterm date.