**Complete this reflection for the last 15 minutes of class. This journal maybe graded. Use the questions below as a guide in your reflection, you do not have to answer each of them. Answer the reflection in paragraph form, do not just answer each question.**

* What part of the project are you currently developing? Explain what you are doing specifically to make this assignment successful.
* What do you have to get done in the next class?
* What do you have to do before next class?
* Currently, what successes have you encountered while working on your project? What skills have allowed you to be successful?
* Currently, what challenges have you encountered while working on your project? What has caused these challenges?
* Explain how you are using and practicing time management skills in relation to completing this project.
* What have you learned about your topic, your product or yourself so far?
* How did I contribute to my group? What do I need to do before next class to benefit my team?

We have finished coding Space Invaders, and Pong. Jakob is working on Tetris, and I am going to be starting Pacman. In the next class, Before next class, I have to finish pacman, set up the cartridges and print them out with the information that goes with each one. Meet up with Jakob to create the fake Atari 2600. A challenge will definitely be getting the ghosts api to work. As well as figuring out the algorithms for Tetris. I’ve learned the impact of these games, and how they were important in terms of business, and American Lives.