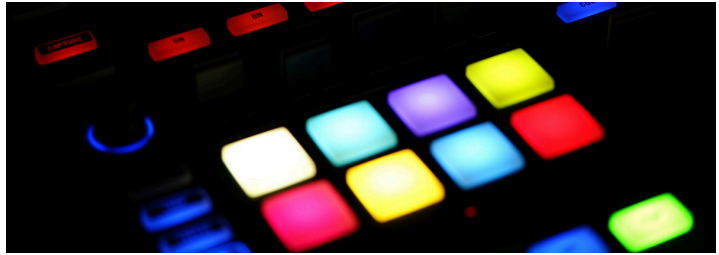


Name:

Remix #1 Project: Missions 3-5

For this project, you will remix the missions you completed into something new and original. This will generate mastery by having you practice what you are learning. You will do all the thinking yourself – no CodeTrek!

[Remix instructions slide deck](#)



Step #1 – Review the missions you have completed

Mission	What the project does	Skills and concepts used
Mission 3		
Mission 4		
Mission 5		

Step #2 – Brainstorm ideas for your project. When you have your final idea, write a sentence that describes what it will do:

My remix project: _____

Step #3 – Make a plan (You do not have to complete the entire chart if there is something you will not use or code in your project.)

What variables will we need?


Add more rows if you are using more than 3 variables

Variable Name	What it will be used for

<p>What buttons will I write code for?</p> <p>You do not have to program every button. If you are not coding the button, leave the answer blank</p>	Button: What the button will do when pressed:	
	BTN_A	
	BTN_B	
	BTN_L	
	BTN_R	
	BTN_U	
	BTN_D	

<p>What text will I display or print?</p> <p>Add more rows as needed</p>	Text that will be displayed Print or Display? When will it be displayed		

<p>What images, pixels, or audio files will I use?</p> <p>Add more rows as needed</p>	Image, pixel or audio file:		When it will be used:	

Step #4 – Code your project. Use the sandbox () Remember to:

- Type a few lines of code at a time and test as you go
- Document any errors in the table below

Step #5 – Document your code and get feedback

Documentation	Add blank lines to increase the readability of your code Add at least two meaningful comments to your code
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<p>Feedback</p> <p>You can be one of the peer reviewers if you want.</p> <p>Look over the success criteria and make sure you meet all the requirements.</p>	Person #1	
	Name of reviewer:	
	What did you like about the program (be specific):	
	Give at least one suggestion. Begin with "What if..." or "Maybe you could..."	
	Person #2	
	Name of reviewer:	
What did you like about the program (be specific):		
Give at least one suggestion. Begin with "What if..." or "Maybe you could..."		
<p>To turn in the assignment, download your code (FILE-DOWNLOAD), which will be a text file. Add your name in the filename. Then submit the file through Google Classroom or the class LMS.</p>		

Debugging Table

As you create code, you will make mistakes. Keep track of the mistakes in the table below. Doing so will help you become a more confident programmer. Add rows to the table as needed.

Error message that is displayed	Actual bug	How you fixed it

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SUCCESS CRITERIA:

- Complete Step 1 on the assignment document
- Complete Step 2 on the assignment document
- Complete Step 3 on the assignment document
- Start with a new file and give your remix project a descriptive name
- Import modules (codex, time, etc.)
- Use at least one variable with a descriptive name
- Uses at least one if statement
- Light up at least one pixel
- Display at least one image
- Play at least one audio file
- Display or print at least one text string
- Debug any errors in the code and keep a debugging table
- Get feedback on your program and make changes based on feedback (Step 5 on assignment document)
- Include a multiline comment at the top of your code that identifies its name and function
- Program is readable (blank lines)
- Program includes at least two meaningful comments